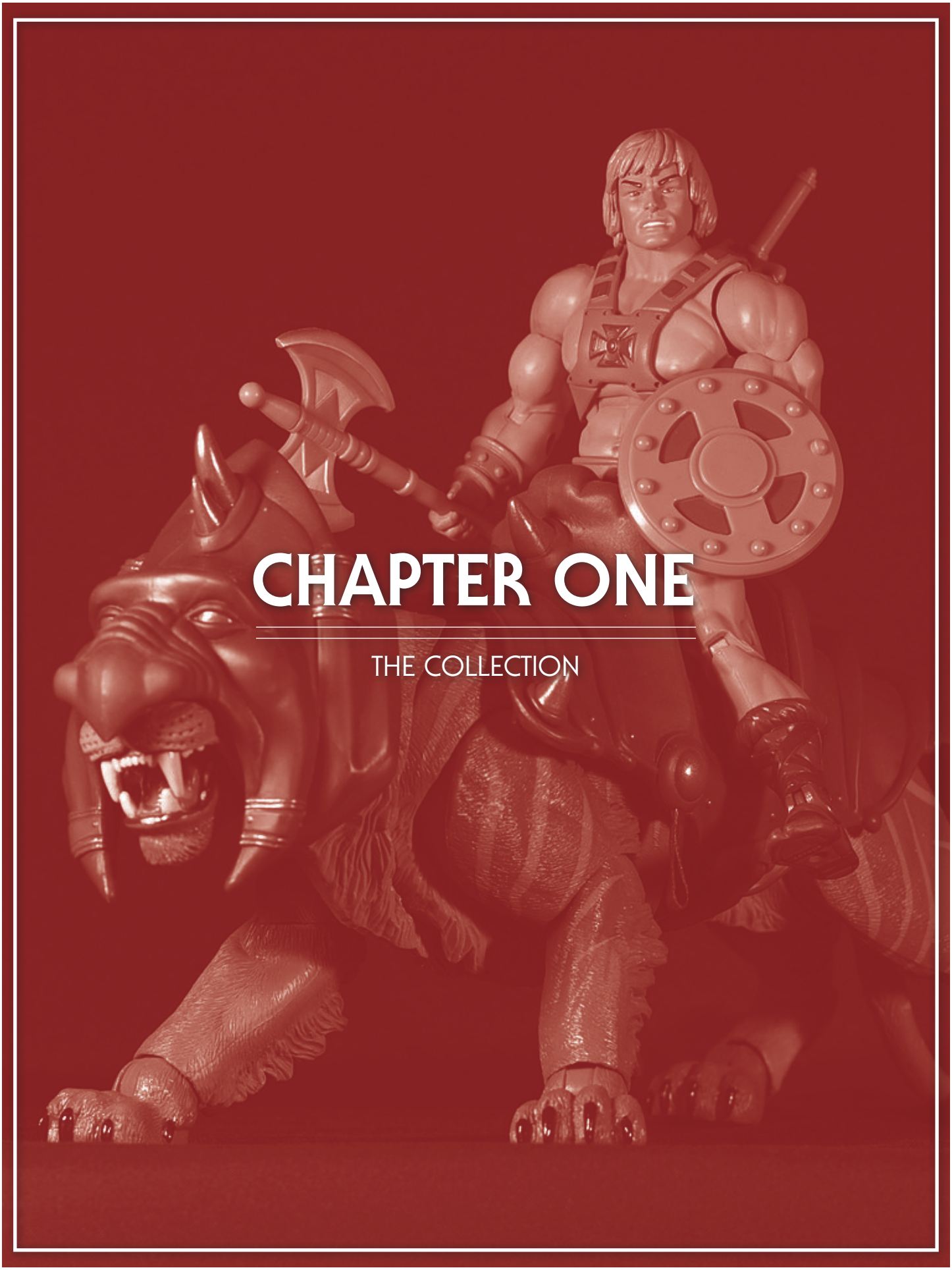
MASTERS OF THE UNIVERSE® CLASSICS

UNOFFICIAL COLLECTION GUIDE



CHAPTER ONE

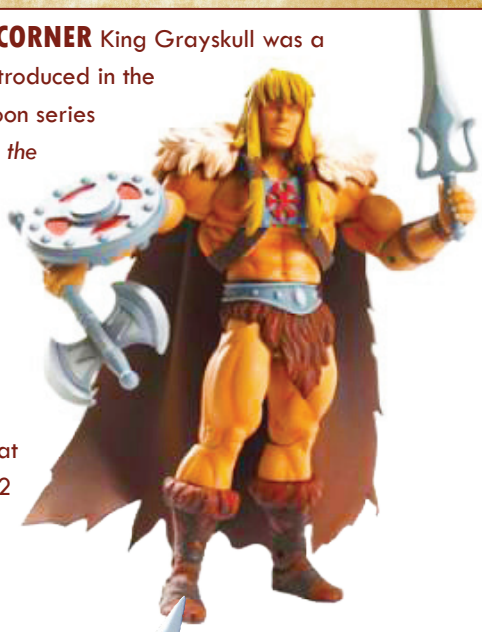
THE COLLECTION

KING GRAYSKULL
Heroic Ancestor of He-Man

ACCESSORIES

REAL NAME D'Vann Grayskull **BIO** Long before Prince Adam used the Sword of Power to become He-Man, his ancestor King Grayskull defended Eternia from evil. Heroically mastering the secret power of his sword, King Grayskull fought side-by-side with the cosmic warrior He-Ro against both the evil Hordak and the ruthless King Hssss. Although Grayskull was eventually felled by Hordak's magic, he was able to preserve his powers inside his sword, so that one day his descendants could reclaim his power and call upon his name whenever evil threatened the peace of Eternia. To this day, King Grayskull's spirit remains hidden away deep inside the castle which will forever bear his name.

CARTOON CORNER King Grayskull was a character introduced in the reboot cartoon series *He-Man and the Masters of the Universe* created by Mike Young Productions in 2002, first appearing in the season two episode "The Power of Grayskull," which featured a story told primarily in flashback. Almost none of the characters that were newly created for the 2002 series, including King Grayskull, received an action figure in the 2002 toyline.



WELL ARMED King Grayskull came packaged with the Sword of Power, a shield, and a battle axe, all inspired by the weapons that came with the vintage He-Man action figure. The molds for all three of these weapons would be re-used several times throughout the MOTUC line, with the mold for the Sword of Power being relesed dozens of times in multiple colors.

MOTUC #001 • **AFFILIATION** Preternian Heroic Warriors • **SUBSCRIPTION** N/A • **PRICE** $40
ORIGINAL RELEASE San Diego Comic-Con (July 24-27, 2008) • **RELEASE TYPE** Boxed Figure

A GOOD CAUSE Thirty-one copies of a translucent blue King Grayskull were made. Dubbed "The Spirit of King Grayskull," one figure was raffled off at SDCC 2008, while the second was auctioned for charity at the 2008 Dream Halloween event. The remaining 29 were given to Mattel employees and toy sculptors the Four Horsemen, making it one of the rarest figures in the entire line. A new "Spirit of King Grayskull" figure, this time molded in green glow-in-the-dark plastic, would later be released for general sale as part of the MOTUC line in 2015.

CHASE ME! In addition to the regular version of King Grayskull, a limited-edition "bronze" version (essentially King Grayskull as a statue) was released as a limited "chase" figure at San Diego Comic-Con. Since the figure came in a closed box, buyers did not know if they had received the chase figure until they opened it. An official bio for this version of the figure (*below*) was revealed on He-Man.org in September of 2019.

"MASTERS MONDAYS" In early 2019, He-Man.org announced that Mattel had approved a series of previously-unreleased, official MOTUC bios. Each bio, revealed on subsequent Mondays, would cover past releases in the line, including characters, beasts, vehicles, artifacts, and weapons that had not originally been given a bio, like Bronze King Grayskull below.

BRONZE KING GRAYSKULL

Enchanted Heroic Avatar of Grayskull

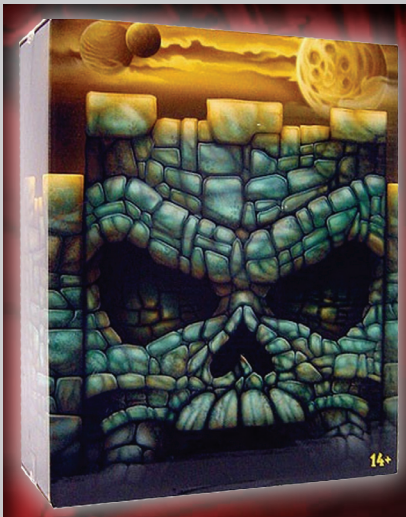
Following the death of King Grayskull, his allies forged a bronze statue in his honor and raised it in what became the Preternia Chamber of Castle Grayskull. Thousands of years later, in the early days of the Reawakening, many dead heroes and villains of Eternia returned in various states, many neither alive nor dead but in a mindless trance. To help stabilize the spell and give agency back to their fallen comrades, He-Man, Teela, and Dare made an uneasy alliance with a resurgent Keldor to help the Elders and the Overlords combine the castle with the Temple of Power, fusing them into one cosmic fortress. Upon entering the restored castle, Keldor betrayed He-Man by enchanting the giant bronze statue and turning its might against him. Yet as the powers of the universe coursed through the castle's walls, the spirit of King Grayskull, conjured by the Reawakening, temporarily inhabited the statue and turned on Keldor and his allies. Together, in a massive clash of cosmic might, the statue and He-Man defeated evil once again.

TRIVIA

Originally, toy sculptors the Four Horsemen had envisioned continuing the Masters of the Universe action figure line that had ended at retail in 2004, beginning with a King Grayskull figure built upon the existing Ice Armor He-Man figure. Rethinking this approach, they presented Mattel with the idea of starting an all-new line of MOTU figures with a chunkier build similar to the vintage 1980s toyline, a larger scale, and more articulation. The first figure, King Grayskull, was released as an exclusive at San Diego Comic-Con in August 2008, and thus the newest — and arguably most expansive — MOTU toyline was born.

King Grayskull's design was actually an early proposal for the new look of He-Man himself for the 2002 Masters of the Universe re-launch.

As King Grayskull was the first figure of the line, many of his parts would become the standard male body parts for future figures, and his accessories would reappear many times with other figures throughout the line.



WHAT'S IN THE BOX?! The figure came in an elaborate box which could be unfolded to create a simple cardboard diorama of Castle Grayskull, with the figure packaged behind the jawbridge which, when opened, triggered a strobe light to simulate lightning and a sound recording of the famous catchphrase, "I have the power!" This sound recording was taken from the Battle Sound He-Man figure released in the 200x toyline, but was slowed down in order to make the voice deeper.

HE-MAN

Most Powerful Man in the Universe

ACCESSORIES

REAL NAME Prince Adam of the House of Randor **BIO** A direct descendent of the legendary King Grayskull, Prince Adam of Eternia was chosen to protect his ancient ancestor's Sword of Power from evil. Initially utilizing a techno-vest with a built-in force field to fight evil, Adam later learned to combine the two halves of the Sword of Power, using it to channel the energy of the Elders to become He-Man — the most powerful man in the universe! Today he guards the safety of all Eternia alongside the other heroic Masters of the Universe.

VINTAGE VAULT The MOTUC version of He-Man was of course largely based on the vintage He-Man action figure, which was released as part of the original toyline's first wave in 1982. Noteworthy differences included the brown boots and loincloth, the maroon detailing on the belt, and the painted bracers (where the vintage version's were flesh-toned).

WELL ARMED Like his vintage action figure predecessor, MOTUC He-Man came armed with a battle axe, shield, and half Sword of Power. The half sword allowed collectors to re-create the classic storyline of uniting the two halves of the Sword of Power in order to gain entry into Castle Grayskull. (The other half of the sword was included with Skeletor.) He-Man also came with a full version of the sword, an item that his vintage predecessor lacked.

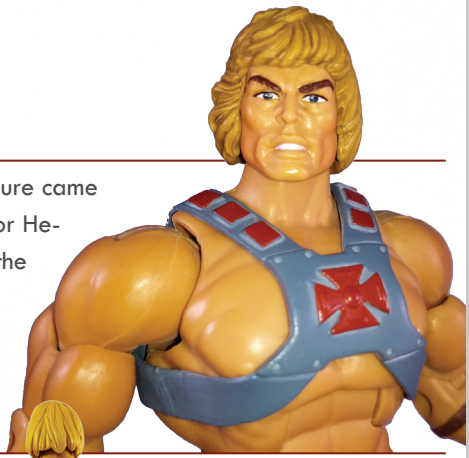
GALLERY

MOTUC #002 • AFFILIATION Heroic Warriors • SUBSCRIPTION N/A • PRICE $20
ORIGINAL RELEASE MattyCollector.com (December 1, 2008) • RELEASE TYPE Carded Figure

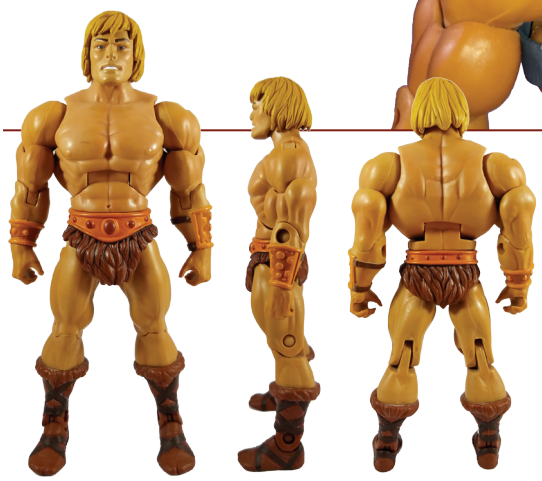
BONUS This sword, which was sculpted to resemble the Power Sword's design in the Filmation MOTU cartoon series, was included with the Flogg figure in 2014.

A HEAD OF THE REST The Oo-Larr figure, released in 2015, bore a head sculpt based on He-Man's appearance in the early mini-comics drawn by artist Alfredo Alcala. By placing this head on the original He-Man figure, fans could create a "Mini-Comic He-Man" figure of their own. Additionally, this Alcala-designed Sword of Power was released with He-Ro II in 2015.

HEADS UP By giving He-Man the head from Snake Armor He-Man and the 200x-designed Sword of Power first released with Man-At-Arms, fans could create a fairly close facsimile of the 2002 He-Man redesign in figure form.



HEADS WILL ROLL The Oo-Larr figure came packaged with an alternate head for He-Man which more closely resembled the design of his vintage action figure.



ALTERNATE VIEWS He-Man utilized the standard male torso, shoulders, biceps, bracers, hands, legs, and boots. Only He-Man's head and furry loincloth (which would become the standard male loincloth for the line) were new.

TRIVIA

The original release of this figure featured a red paint wash around the eyes that was removed on subsequent re-releases. Additionally, the original figure was released with inadvertently reversed shoulders, an error that was corrected on future editions of the figure.

Mattel originally planned to release He-Man in a 2-pack with Beast Man.

Official bios for the Sword of Power and the First Half of the Sword of Power can be found on pages 593 and 596, respectively.

He-Man's head sculpt would be re-used for Faker, Wun-Dar, Prince Adam, and Anti-Eternia He-Man.

An "Ultimate Edition" He-Man figure was later released in 2017 (*see page 474*).

Pictured on He-Man's cardback were King Grayskull, Skeletor, Mer-Man, Beast Man, and Stratos.

BEAST MAN
Savage Henchman

REAL NAME Raqquill Rqazz **BIO** After being banished from his home in the Vine Jungle, the Beast Man named Raqquill Rqazz joined up with a young alchemist named Keldor during a skirmish in the Beserker Islands. Like others of his race, Rqazz has the ability to control beasts and monsters. He currently uses this particular talent as chief henchman to Skeletor, the Overlord of Evil.

VINTAGE VAULT The MOTUC version of Beast Man took many of its design cues from the vintage Beast Man action figure, which was released as part of the original line's first wave in 1982. Some design elements, like the spikes on his harness and his clawed toes, came from his design on vintage figure card backs.

WELL ARMED No version of Beast Man is complete without his signature whip. Unlike the vintage weapon, which sported a black plastic handle with a string for the whip, the MOTUC Beast Man's whip was solid plastic.

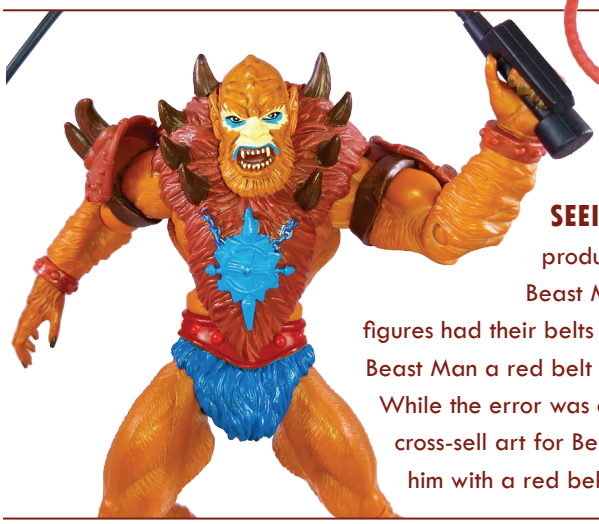
ACCESSORIES

ALTERNATE VIEWS Beast Man's armor was removable. The figure re-used He-Man's furry loin cloth but was otherwise comprised of entirely new parts.

MOTUC #003 • AFFILIATION Evil Warriors • SUBSCRIPTION N/A • PRICE $20
ORIGINAL RELEASE MattyCollector.com (December 1, 2008) • RELEASE TYPE Carded Figure

ARMOR UP Beast Man's chest and shoulder armor was recast in yellow plastic and included in Weapons Pak #1 (Ultimate Battleground Assortment) in 2009.

WHIP IT GOOD Weapons Pak #1 (Ultimate Battleground Assortment) also included Beast Man's whip in red. The inclusion of both the yellow armor and the whip were an homage to the vintage MOTU Weapons Pak (released as part of the original toyline's third wave in 1984), which also included these pieces.



SEEING RED Initial production pieces of the Beast Man and Stratos figures had their belts swapped, giving Beast Man a red belt instead of yellow. While the error was caught quickly, early cross-sell art for Beast Man still depicted him with a red belt.

GALLERY

TRIVIA

The following copy was written for Beast Man's sales page on MattyCollector.com: "Like Skeletor without his right hand man, no Masters of the Universe collection is complete without the powerfully savage Beast Man! Includes his trusty whip and removable classic armor."

As in the vintage line, Beast Man's head sculpt was used again for the Moss Man figure.

Beast Man would be repainted red (to more closely resemble his appearance in the early vintage mini-comics) and released as a Power-Con exclusive in 2016.

A new Beast Man figure, sculpted after his design in the classic Filmation MOTU cartoon, was released as part of the Club Grayskull line in 2016.

This figure's head attached to the body at the back of the skull rather than the base in order to give him a more hunched-over appearance.

Featured on Beast Man's cardback were He-Man, Skeletor, Mer-Man, Stratos, and King Grayskull.

SKELETOR
Evil Lord of Destruction

REAL NAME Keldor **BIO** Mortally wounded in a battle with his half-brother, Captain Randor, Keldor turned to his dark arts master Hordak to save his life. Merging Keldor with the extra-dimensional being Demo-Man from Despondos, Keldor was forever changed into Skeletor, Overlord of Evil! He gathered together many of Eternia's greatest outcasts and evil warriors in his quest to gain entry into Castle Grayskull and obtain what he believed to be the universe's ultimate power source.

VINTAGE VAULT The MOTUC version of Skeletor was based largely on the vintage Skeletor action figure, which was released in the original line's first wave in 1982. Some design elements, like his bare feet and the large fins on his forearms, came from his design on vintage figure cardbacks.

WELL ARMED Like his vintage action figure predecessor, Masters of the Universe Classics Skeletor came armed with his Havoc Staff and purple half Sword of Power. The half Sword of Power allowed collectors to re-create the classic storyline of uniting the two halves of the Sword of Power in order to gain entry into Castle Grayskull. (The other half of the sword was included with He-Man.) Skeletor also came with a full version of the sword (in purple), an item that his vintage predecessor lacked.

ACCESSORIES

ALTERNATE VIEWS
Skeletor re-used the standard male torso, shoulders, biceps, and legs. His head, forearms, hands, boot tops and feet were newly sculpted pieces.

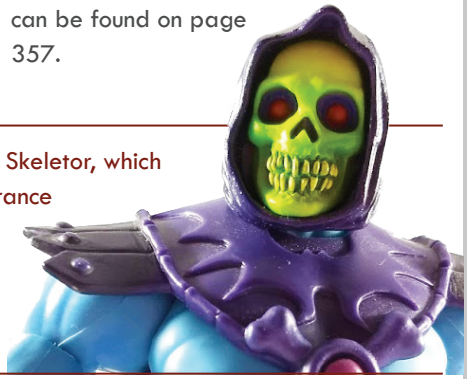
MOTUC #004 • AFFILIATION Evil Warriors • SUBSCRIPTION N/A • PRICE $20
ORIGINAL RELEASE MattyCollector.com (January 15, 2009) • RELEASE TYPE Carded Figure

BONE TO PICK This bone sword, which first appeared in the Filmation MOTU cartoon series, was released with the Lizard Man figure in 2015.

AXE TO GRIND This axe, which was also a weapon used by Skeletor in the Filmation MOTU cartoon, was released with the Plundor figure in 2013.

DISAPPEARING ACT The Diamond Ray of Disappearance, from the Filmation MOTU cartoon episode of the same name, was included as an accessory with Lizard Man in 2015. Molded to fit in Skeletor's right hand, the gem portion of the accessory glowed in the dark. Its official bio can be found on page 357.

HEADS WILL ROLL A new head for Skeletor, which was sculpted to resemble his appearance in the early MOTU mini-comics drawn by artist Alfredo Alcala, was included with the Demo-Man figure in 2011.



GALLERY

TRIVIA

Skeletor's sword could be stored on the back of his armor.

The official bio for the Havoc Staff can be found on page 590.

An "Ultimate Edition" Skeletor, featuring a full sword, half sword, mini-comic (Alcala) sword, Havoc Staff, mini-comic (Alcala) head, and Keldor's cape and head, was released by Super7 in 2017. This version of Skeletor had purple feet and jagged forearms to make it more closely resemble the vintage Skeletor figure.

Skeletor was the first MOTUC figure to completely sell out before the release of the next figure in the line. His success helped to prove the long-term viability of the line to Mattel.

Skeletor's Havoc Staff would later be re-released with the Faceless One.

Featured on Skeletor's cardback were He-Man, Beast Man, Mer-Man, Stratos, and King Grayskull.

FAKER
Evil Robot of Skeletor

REAL NAME Faker **BIO** Originally built by Man-At-Arms to cover for He-Man when Prince Adam is needed, Faker was abandoned in the royal junkyard after his first mission and salvaged by the evil warrior Tri-Klops. At the request of Skeletor, Faker was reprogrammed to replace He-Man and convince the people of Eternia that He-Man had betrayed King Randor and turned to evil.

VINTAGE VAULT The MOTUC version of Faker was of course largely based on the vintage Faker action figure, which was released as part of the original series' second wave in 1983. The only noteworthy differences included the paint detailing on the armor, belt, and boots, as well as the fully painted bracers.

START SPREADING THE NEWS

Faker was first made available exclusively at New York Toy Fair in February of 2009 but subsequently went up for sale to the general public on March 17th on MattyCollector.com. The figure had originally been slated for wide release in April, but when that month's scheduled figure (Mer-Man) was delayed, Faker's release date was moved ahead by one month.

ACCESSORIES

GALLERY

MOTUC #005 • AFFILIATION Evil Warriors • SUBSCRIPTION N/A • PRICE $20
• ORIGINAL RELEASE New York Toy Fair (February 6-9, 2009) • RELEASE TYPE Carded Figure

WELL ARMED Faker came armed with both a full and a half Sword of Power, both in orange. This was the fourth time the Power Sword had been issued in MOTUC.

FACE OFF This battle-damaged Faker head was included with the Intergalactic Skeletor figure in 2014.

BONUS ACCESSORIES Weapons Pak #2 (Great Wars Assortment), released in 2010, included He-Man's axe and shield in orange for use with Faker.

A.I. There was "circuitry" on the figure's chest, hidden underneath the armor. On the vintage figure, this circuitry was a simple sticker and could be peeled off, but for the MOTUC figure, it was a non-removable tampograph.

ALTERNATE VIEWS Faker's armor was removable. Just like his vintage predecessor, Faker was comprised completely of re-painted He-Man parts with orange Skeletor armor.

TRIVIA

Faker was the first figure in the line that Four Horsemen Studios did not work on directly; the prototype was made using existing Four Horsemen sculpt work and was painted in-house by Mattel.

The bios for many of the MOTUC figures were based on the text written for the 1987 Mattel MOTU style guide.

In 2011, Mattel released a 2-pack exclusive to Toys R Us that paired a Battle Armor Faker figure with the DC Universe Classics figure Bizarro. This figure featured Skeletor's Battle Armor (with three swappable chest plates) in orange plastic.

An "Ultimate Edition" Faker figure was released by Super7 in 2017. This figure included the original chest armor, sword, and half sword, along with the Alcala-designed Sword of Power (for the first time in orange), the battle-damaged head, and a vintage He-Man head in Faker colors.

Featured on Faker's cardback were Skeletor, Beast Man, Mer-Man, Stratos, and King Grayskull.

STRATOS
Winged Warrior

ACCESSORIES

NONE

REAL NAME Stratos of the House of Avion **BIO** Lord of Avion, a civilization of winged simians who live high on the peaks of the Mystic Mountains, Stratos is a brave, honorable warrior and ally of King Randor. Although all Avionians have the ability to fly using the magical Emerald Staff, many, including Stratos, have augmented their armor with rocket packs and jets to increase their flight speed and distance. As a member of the Masters of the Universe, Stratos fights bravely against the evil forces of Skeletor.

VINTAGE VAULT The MOTUC version of Stratos took almost all of its design cues from the vintage Stratos action figure, which was released in the original line as part of the first wave in 1982. The only noteworthy differences were the non-removable wings and the lack of a gripping right hand on the MOTUC version.

UNARMED Stratos was the first MOTUC figure to ship without any accessories, due to the fact that his vintage figure did not have any. This was remedied later when Mattel began packaging accessories for Stratos with other figures. The Staff of Avion, in its gold Filmation MOTU cartoon design, was released with the Icer figure in 2013, but since Stratos had open hands, he could not grip the staff firmly. An official bio for this staff (dubbed "Staff of Avion — Magic Rod of Imprisonment," page 253) was revealed on He-Man.org in April of 2020.

GALLERY

MOTUC #006 • AFFILIATION Heroic Warriors • SUBSCRIPTION N/A • PRICE $20 • ORIGINAL RELEASE MattyCollector.com (February 16, 2009) • RELEASE TYPE Carded Figure

REARMED A second Staff of Avion, this time bearing its green orb design from the vintage MOTU mini-comics, was released with the Goat Man figure in 2014. This version of the staff featured a handle that worked with Stratos' open hands. This accessory would be re-released with the Power-Con exclusive mini-comic version of Stratos in 2017. (The official bio for this staff can be found on page 309.)

BLASTING OFF

Stratos' jet pack was recast in red and included in Weapons Pak #1 (Ultimate Battle-ground Assortment) in 2010.

TAKING FLIGHT Twice during the course of the toyline's run, Mattel created flight stands for use with both their MOTUC and DC Universe Classics figures. As Stratos is one of the few MOTUC characters that can fly, he was the most obvious candidate to use with these semi-translucent stands.

ALTERNATE VIEWS

Stratos' jetpack was removable. Stratos re-used many Beast Man parts, but his head, cuffs/wings, open right hand, and feet were newly sculpted parts.

TRIVIA

The vintage Stratos figure came in two versions; the more common version featured red wings with a blue jet pack, while a rarer version featured blue wings with a red jet pack. In 2011, Mattel released a 2-pack, exclusive to Toys R Us, that paired Stratos with the DC Universe Classics figure Hawkman. This version of Stratos featured blue wings and a red jet pack.

When MOTUC was first conceived, Mattel planned for it to be a limited series consisting of three 2-packs. Stratos was originally scheduled to be released in a 2-pack with Skeletor.

According to Mattel brand manager Scott Neitlich, initial production pieces of the Beast Man and Stratos figures had their belts swapped, giving Stratos a gold/yellow belt instead of red. While the error was caught quickly, early cross-sell art for Stratos still depicted him with a gold belt, and some production pieces appeared on eBay.

Featured on Stratos' cardback were Hordak, Zodac, Faker, Man-At-Arms, and Mer-Man.

MER-MAN
Ocean Warlord

ACCESSORIES

REAL NAME Squidish Rex **BIO** Ruler of the undersea realms of Eternia, Mer-Man was forced to serve among Skeletor's evil warriors after his kingdom was destroyed in a battle with rival ocean clans. His allegiance with Skeletor brings him to the surface world more often then he would like. Lurking deep beneath the Sea of Rakash, Mer-Man awaits Skeletor's evil call to arms!

VINTAGE VAULT The vintage Mer-Man action figure was released as part of the original line's first wave in 1982. There were some very noticeable differences between the figure itself and its cardback art. Elements from both versions were reflected in the MOTUC figure.

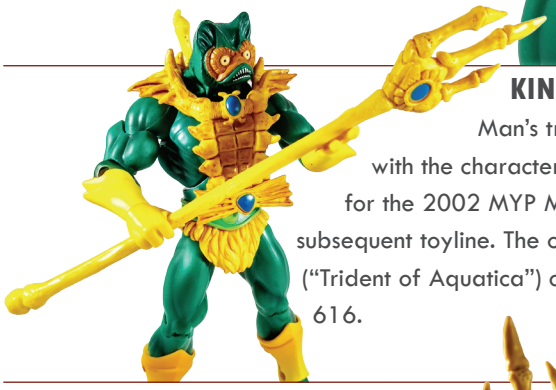
DESIGN DECISIONS The MOTUC Mer-Man figure took several design cues from his vintage cardback art (*above, right*), including his painted shin bracers, yellow gloves, yellow shorts, the spikes on his armor, and an alternate head sculpt based on said art. Even his sword more closely resembled its look from the cardback art. There were a small number of nods to the vintage Mer-Man figure, such as his default head sculpt and green belt.

GALLERY

MOTUC #007 • AFFILIATION Evil Warriors • SUBSCRIPTION N/A • PRICE $20 • ORIGINAL RELEASE MattyCollector.com (April 15, 2009) • RELEASE TYPE Carded Figure

HEADS UP Mer-Man was the first of many MOTUC figures to come packaged with an alternate head sculpt. This head sculpt was based on his vintage cardback art (as was his open left hand).

WELL ARMED Like his vintage predecessor, Mer-Man came armed with a yellow sword. For years, fans have referred to the vintage Mer-Man's sword as his "corn on the cob" sword due to its odd resemblance to the vegetable. A closer look at the vintage cross-sell art reveals that it was actually based on a sawfish bone.



KING OF THE SEAS Mer-Man's trident was first introduced with the character when he was redesigned for the 2002 MYP MOTU cartoon series and subsequent toyline. The official bio for this trident ("Trident of Aquatica") can be found on page 616.

NEW DUDS Mer-Man's armor, sword and trident were recast in bronze plastic (to more closely resemble the 2002 toyline figure's color scheme) and included in Weapons Pak #2 (Great Wars Assortment) in 2010.

ALTERNATE VIEWS Mer-Man utilized the standard male torso, shoulders, biceps, upper legs and furry loincloth, as well as Skeletor's forearms, shin bracers, and feet.

TRIVIA

A neck piece was included to give the figure the appearance of "gills." Although it was glued in place, it could be easily removed.

The Four Horsemen originally sculpted small fish "minion" figures to include with Mer-Man, but this idea was nixed for budgetary reasons.

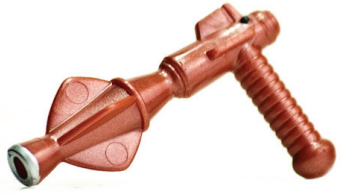
In 2010, Mattel released a 2-pack exclusive to Toys R Us, pairing Mer-Man with the DC Universe Classics figure Aquaman. This blue-skinned version of Mer-Man was based on his appearance in early mini-comics, and his sword was repainted to match its mini-comics color scheme as well. This version of Mer-Man did not include a trident or the vintage head sculpt.

In 2018, Super7 created a Mer-Man figure based on the character's design in the Filmation MOTU cartoon. Among the figure's accessories was a sword designed to closely resemble the vintage action figure's sword.

Featured on Mer-Man's cardback were Zodac, Faker, Skeletor, Stratos, and He-Man.

ZODAC
Cosmic Enforcer

ACCESSORIES



REAL NAME Zodac Zur **BIO** Once a member of Eternia's Council of Elders who had transformed themselves into spirits residing within the walls of Castle Grayskull, Zodac chose to retain his human form and left Eternia after King Grayskull's demise. Finding peace among the stars, Zodac was recruited by the Overlords of Trolla to become a Cosmic Enforcer, beings tasked with maintaining neutrality throughout the universe. Although Zodac no longer calls Eternia home, the constant struggle over the Sword of Power has often called him back to his native planet to maintain the eternal balance between good and evil.

VINTAGE VAULT The vintage Zodac action figure was released as part of the original series' first wave in 1982, where he was labeled as an "Evil" Cosmic Enforcer. It wasn't until the original DC Comics *Masters of the Universe* run and the Filmation MOTU cartoon that Zodac became a neutral character.

DESIGN DECISIONS The MOTUC Zodac adhered quite closely to the design of his vintage action figure predecessor with two minor exceptions: his forearms and his calves. The MOTUC update of these two body parts would not be created until Whiplash (forearms) in 2010 and Kobra Khan (calves) in 2012. Instead, Zodac got these parts from the MOTUC Skeletor figure, a move that took its cues from the vintage action figure cardback art (*below*).

MOTUC #008 • AFFILIATION Cosmic Enforcers • SUBSCRIPTION N/A • PRICE $20 • ORIGINAL RELEASE MattyCollector.com (May 15, 2009) • RELEASE TYPE Carded Figure

GUNS OUT Just like in the vintage line, Zodac was the first MOTUC figure to come with a gun; all previous figures had come packaged with melee weapons like swords.

PRETTY IN PINK Zodac's armor and gun were recast in pink plastic and included in Weapons Pak #1 (Ultimate Battleground Assortment) in 2010.

ALTERNATE VIEWS Zodac utilized the standard male shoulders, biceps, furry loincloth, and upper legs, Skeletor's forearms, boots/feet, and right hand, and Beast Man's furry torso. Only his head and left hand were new.

GALLERY

TRIVIA

In 2011, Mattel released a 2-pack exclusive to Toys R Us that paired Zodac with the DC Universe Classics figure Green Lantern. This version of Zodac sported white gloves and closed-toe boots, giving him a look that more closely resembled his Filmation MOTU cartoon appearance. Oddly, this figure's armor was glued in place, making it non-removable.

Zodac never appeared in the 2002 Masters of the Universe relaunch, but was replaced by Zodak, a totally different character who was also a Cosmic Enforcer. For MOTUC, Mattel decided to not only give both characters a figure, but also include them both in the updated storyline.

Mattel originally planned to release Zodac in a 2-pack with Man-At-Arms.

Zodac's head sculpt would be re-used for the Zodak and Strobo figures, while his armor and gun would be recast in black plastic for the Wun-Dar figure.

Featured on Zodac's cardback were Hordak, Stratos, Faker, Mer-Man, and Man-At-Arms.

HORDAK

Evil Leader of the Evil Horde

REAL NAME Hec-Tor Kur **BIO** Second-born heir to the Horde Empire, Hec-Tor Kur arrived on the planet Eternia during an intergalactic battle with the cosmic warrior He-Ro. Taking the name Hordak, he raised an army and challenged the Snake Men for rule over the planet. Although Hordak defeated King Hssss, King Grayskull, leader of the free people of Eternia, succeeded in banishing Hordak to the dimension of Despondos. It was there that, centuries later, Hordak contacted a young alchemist named Keldor and began teaching him the ways of the dark arts in exchange for eventual freedom from his extra-dimensional prison.

VINTAGE VAULT The MOTUC version of Hordak was a faithful update of the vintage Hordak action figure, which was released as part of the original toyline's fourth wave in 1985, when the Evil Horde was first introduced in Masters of the Universe.

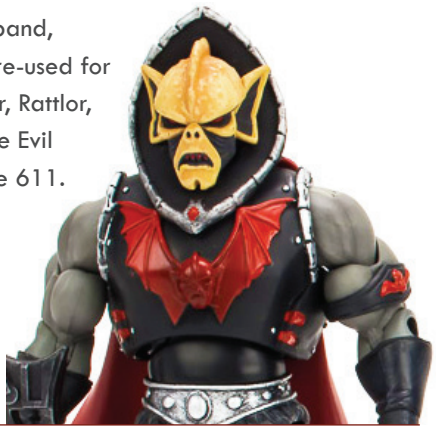
WELL ARMED The MOTUC Hordak, like its vintage predecessor, came packaged with a Horde crossbow. While the vintage crossbow was white, the MOTUC Hordak's crossbow was gunmetal gray.

BONUS A white crossbow would eventually be issued with both the Spirit of Hordak figure in 2013 and "Buzz Saw" Hordak in 2015. It would also be released in silver in Weapons Pak #1 (Ultimate Battleground Assortment) in 2010.

ACCESSORIES

MOTUC #009 • AFFILIATION The Evil Horde • SUBSCRIPTION N/A • PRICE $20 • ORIGINAL RELEASE MattyCollector.com (June 15, 2009) • RELEASE TYPE Carded Figure

BAND OF BROTHERS Hordak's arm band, which was removable, would later be re-used for several other figures, including Grizzlor, Rattlor, and Tung Lashor. The official bio for the Evil Horde Armband can be found on page 611.

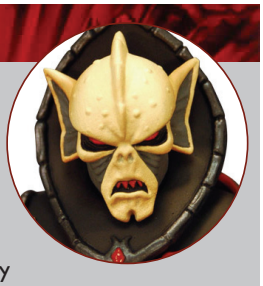


WELL STAFFED The vintage Hordak figure did not come with a staff. His staff was first introduced when the character was redesigned for the 2002 MYP MOTU cartoon series, and his subsequent mini-statue, released by NECA Toys, carried a staff quite similar to the one subsequently issued with the MOTUC Hordak figure.

SAY HELLO TO MY LITTLE FRIEND
Hordak came with a modern update of his vintage bat shield, which clipped onto his arm. For MOTUC, the shield was redesigned to look more like a small bat minion, making Hordak the first figure to come with a pack-in companion. An official bio for this minion ("Koth the Horror Bat") can be found on page 618.

UNDER THE HOOD
The figure's arm band, cowl, cape and armor were all removable. Unlike previous figures, instead of a muscular ab piece underneath the armor, Hordak featured a smooth, flat ab piece as if he was still wearing armor.

TRIVIA



In 2013, Mattel released the Spirit of Hordak, which was simply the original Hordak figure molded in translucent red plastic. This "chase" figure would pop up randomly on MattyCollector.com throughout the year with a limited window of opportunity for ordering.

The redundant text "Evil Leader of the Evil Horde" happened due to a typo. The copy should have read, "Ruthless Leader of the Evil Horde."

Regarding Hordak's real name, *hector* means "a domineering person, a bully," while Kur was inspired by the word *cur*, which means "dog."

In 2014, Mattel released a Hordak figure with a color scheme similar to his Filmation POP cartoon design, although fans pointed out inaccuracies in several of the figure's sculpted details. In 2018, a proper Filmation POP Hordak was released with more cartoon-accurate sculpting as part of the Club Grayskull line.

Featured on Hordak's cardback were Skeletor, Mer-Man, King Grayskull, Man-At-Arms, and Zodac.

MAN-AT-ARMS

Heroic Master of Weapons

ACCESSORIES

REAL NAME Duncan **BIO** For two centuries, the Eternian weapons master and combat instructor to the royal family has been called the Man-At-Arms. Trained by the renowned tactician Dekker and a veteran of the Great Unrest, Duncan was asked by King Randor to step into this position and fortify his guard with an elite strike force which he named the Masters of the Universe. In addition to his skills in combat, Duncan is also a great inventor and helped construct an electronic version of the Power Sword for Prince Adam to use until he could unite both halves of Grayskull's sword. Man-At-Arms and his adopted daughter Teela often scout the borders of Eternia for signs of lurking evil.

VINTAGE VAULT The vintage Man-At-Arms figure was released as part of the original toyline's first wave in 1982. The figure came equipped with chest armor, left arm armor, and left leg armor (all removable), as well as an orange mace.

DESIGN DECISIONS

The MOTUC Man-At-Arms followed the vintage figure design quite closely. A few differences included the blue painted bracers, the black furry detailing at the shoulders, the black shorts and boots, and a red highlight on the belt (all design elements inspired by the figure's vintage cardback art). Additionally, his left arm armor was two pieces instead of one to allow for elbow articulation.

GALLERY

MOTUC #010 • AFFILIATION Heroic Warriors • SUBSCRIPTION N/A • PRICE $20 • ORIGINAL RELEASE MattyCollector.com (July 15, 2009) • RELEASE TYPE Carded Figure

ARMED TO THE TEETH Along with his signature mace, Man-At-Arms came with a sword and pistol (accessories that the vintage figure lacked) in order to truly make him a master of arms. All of his weapons could be stored on his back.

A HEAD OF THE REST This figure came packaged with two head sculpts: a clean-shaven face like the vintage action figure and a mustached face as the character appeared in most media, first popularized in the Filmation MOTU cartoon.

POWER SWORD The inclusion of the 2002 redesigned Power Sword marked the first time in the line that a figure came packaged with an accessory intended for a different figure — in this case, He-Man.

GUNS OUT Man-At-Arms' arm cannon, a weapon that was introduced in the 2002 MYP MOTU cartoon, was released in Weapons Pak #3 (Great Unrest Assortment) in 2012. This accessory was originally planned to be included with the figure but was cut for budgetary reasons.

ALTERNATE VIEWS

Man-At-Arms' armor, which was comprised of two parts, was removable. From the neck down, the figure used the same parts as He-Man. His heads were the only newly sculpted pieces.

TRIVIA

The following copy was written for Man-At-Arms' sales page on MattyCollector.com: "En guard! Enemies of He-Man would be wise to be well-prepared for battle when Man-At-Arms is at our hero's side! Man-At-Arms comes complete with these accessories: Electronic Power Sword, removable armor, mace, dagger, and pistol."

This figure's sword and pistol were given blue paint accents (instead of gold) and re-released in Weapons Pak #1 (Ultimate Battleground Assortment) in 2010. Both weapons were released again as part of 2011's Weapons Rack with the pistol in solid silver and the sword in maroon.

Three additional Man-At-Arms figures were released in MOTUC: Snake Man-At-Arms (2012), a version based on his 2002 re-design that was included with the Battle Ram vehicle (2014), and a Filmation MOTU cartoon version (2018).

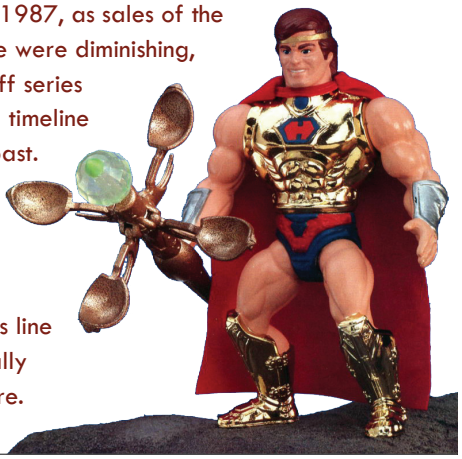
Featured on Man-At-Arms' cardback were He-Man, Mer-Man, Tri-Klops, Hordak, and Zodac.

HE-RO
Heroic Cosmic Warrior

REAL NAME Ro **BIO** Given the sword of He by the Overlords of the Timeless Dimension on Trolla, Ro was told to "go forth and combat evil." During one such epic battle, he was infected with a techno-organic virus by Horde Prime and sent through a vortex to the magical planet of Eternia. Once there, he was healed by Eldor in a mystical pool which absorbed his virus. In gratitude, He-Ro swore to help free Eternia from the Snake Men and Horde Invaders. He-Ro defended the free people alongside the great King Grayskull, eventually bequeathing his own sword to the king upon He-Ro's heroic death.

ACCESSORIES

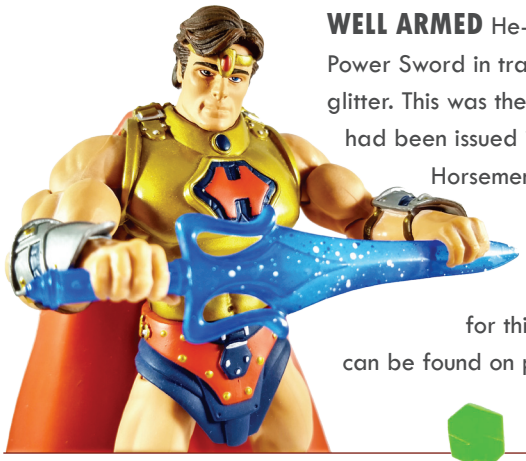
THE POWERS OF GRAYSKULL In 1987, as sales of the vintage Masters of the Universe line were diminishing, Mattel planned to release a spin-off series called The Powers of Grayskull, the timeline of which would be set in Eternia's past. Two prototype figures — He-Ro and Eldor — were revealed, but the line was canceled and neither figure was ever released. The Masters of the Universe Classics line gave Mattel the opportunity to finally give both characters an action figure.



SDCC He-Ro was first released as an exclusive at San Diego Comic-Con in July 2009. This version of the figure featured a tampo of the SDCC logo on its chest (hidden under the armor). The version of the figure later released on MattyCollector.com to the general public did not have the logo.

EVERYTHING OLD IS NEW AGAIN In 2019, toy company Super7 released a He-Ro figure in their Masters of the Universe Vintage Collection, finally immortalizing in plastic the unreleased Mattel figure from 1987. The figure was an accurate representation of the vintage prototpe, minus the vac metal armor.

MOTUC #011 • AFFILIATION Preternian Heroic Warriors • SUBSCRIPTION N/A • PRICE $20 • ORIGINAL RELEASE San Diego Comic-Con (July 23-29, 2009) • RELEASE TYPE Carded Figure



WELL ARMED He-Ro came armed with a Power Sword in translucent blue plastic with glitter. This was the fifth time the Power Sword had been issued in MOTUC. The original Four Horsemen prototype for the He-Ro figure featured a black translucent sword instead of blue. The official bio for this sword ("The Sword of He") can be found on page 598.

HE-JEWELED The staff of the figure opened up to reveal a jeweled stone. The stone came in three colors — red, purple and green — but since the staff came closed, the color of the stone in each package was hidden. Of the three colored jewels, green was the most common (50%), followed by red (30%) and purple (20%). The official bio for this staff ("The Staff of Transformation") can be found on page 611.

TRIVIA

The following copy was written for He-Ro's sales page on MattyCollector.com: "Heroic Cosmic Warrior and ally to King Grayskull, He-Ro lived a champion's life and ultimately died a champion's death. Sculpted in stunning detail by the Four Horsemen and fully articulated, our He-Ro figure includes his magic staff, Power Sword, and removable armor."

Featured on He-Ro's cardback were Skeletor, Mer-Man, King Grayskull, Man-At-Arms, and Hordak.

ALTERNATE VIEWS He-Ro utilized the standard male torso, shoulders, biceps, hands, and upper legs.

GALLERY

TRI-KLOPS
Evil & Sees Everything

ACCESSORIES

REAL NAME Trydor Esooniux Scope **BIO** Originally an inter-dimensional bounty hunter and tracker, Scope was recruited by Skeletor during one of the final battles of the Great Unrest in an effort to bolster his weakened forces. As good with a blade as he is crafty, Scope took the name Tri-Klops after an accident left him blind and he was forced to wear a tri-optic visor which granted him expanded tracking abilities including Gammavision (the ability to see around objects), Distavision (a form of telescopic vision), Night Vision, and the ability to generate optic blasts. Tri-Klops uses his three different eyes to spy for Skeletor!

VINTAGE VAULT The vintage Tri-Klops figure was released as part of the original line's second wave in 1983. He came with removable armor, green sword, and life-sized "Warrior's Ring."

WELL ARMED The MOTUC Tri-Klops, like its vintage predecessor, came with his signature green sword, which could be stored on the back of the figure's armor. One new detail on the figure was the addition of three daggers on the back of his armor. These daggers were decorative only and could not be removed.

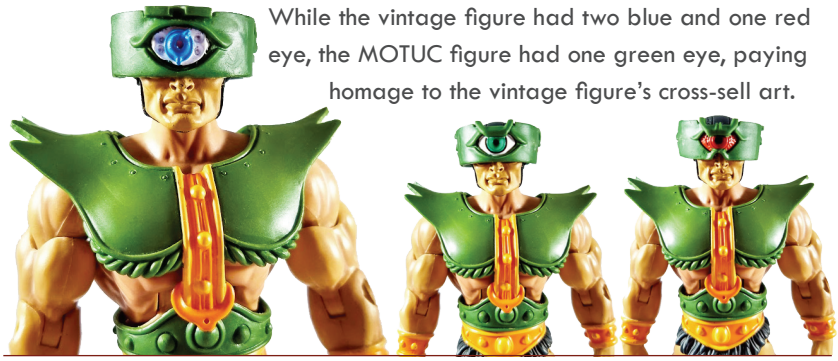
BLING Like the vintage figure, Tri-Klops came packaged with a life-sized glow-in-the-dark "Warrior's Ring." The ring could be opened to reveal a hidden compartment.

ALTERNATE VIEWS

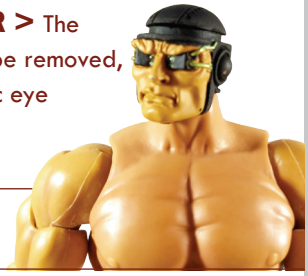
Tri-Klops utilized the standard male body from neck to toe, with the exception of his left forearm, which was given a new bracer to match the one on his right wrist.

MOTUC #012 • AFFILIATION Evil Warriors • SUBSCRIPTION N/A • PRICE $20
• ORIGINAL RELEASE MattyCollector.com (August 17, 2009) • RELEASE TYPE Carded Figure

THE EYES HAVE IT Tri-Klops' visor could be rotated, revealing different eyes. While the vintage figure had two blue and one red eye, the MOTUC figure had one green eye, paying homage to the vintage figure's cross-sell art.



UNDER THE VISOR > The figure's visor could be removed, revealing cybernetic eye patches on the face underneath.



< BONUS ACCESSORY

While the vintage figure came packaged with a green sword, the card back art showed Tri-Klops carrying a gold-hilted sword with a silver blade. Weapons Pak #1 (Ultimate Battleground Assortment), released in 2010, featured the Tri-Klops sword repainted to match the vintage cardback art.

DOOMSEEKER Doomseekers were first introduced with the 2002 revival of Masters of the Universe. The 2002 Doomseeker accessory was silver, to match its cartoon appearance, but was given a green deco in MOTUC to better match how it might have looked in the vintage line. The official bio for the Doomseekers ("Spies of Tri-Klops!") can be found on page 600.

GALLERY

TRIVIA

The following copy was written for Tri-Klops' sales page on MattyCollector.com: "Cybernetic vision isn't required to see this Tri-Klops figure is fully articulated and strikingly sculpted by the Four Horsemen. You will, however, need to look closely to see Tri-Klops includes a re-creation of the 1980s Warrior's Ring! Befitting a three-eyed icon of evil, the Warrior's Ring glows in the dark and features an opening top. Tri-Klops arrives with these accessories: Secret glow-in-the-dark Warrior's Ring with opening top, assassin sword, and Doomseeker with stand."

A new Tri-Klops figure, sculpted after his design in the Filmation MOTU cartoon, was released by Super7 as part of the Club Grayskull line in 2018. One of the figure's accessories was a true "vintage cardback" sword, which not only sported a gold hilt and silver blade, but was also sculpted to accurately reflect the design shown in the classic artwork.

Featured on Tri-Klops' cardback were Skeletor, He-Man, Zodac, Hordak, and Man-At-Arms.

WEBSTOR
Evil Master of Escape

REAL NAME Araneus son of Raknus **BIO** In ancient times, the Arachna were an advanced, dominant race of spider warriors that were driven underground by the Snake Men. One of the last remaining members of the Arachna, Webstor was awoken from hibernation beneath Snake Mountain and allied himself with Skeletor. Araneus retains much of the knowledge of his people and while seemingly savage, is an expert mathematician and strategist as well as an accomplished escape artist. He often arms himself with a grappling hook and uses his climbing power to escape capture!

ACCESSORIES

VINTAGE VAULT The vintage Webstor figure was released as part of the original toyline's third wave in 1984. The figure came equipped with removable armor, grappling hook, and rifle.

DESIGN DECISIONS The MOTUC Webstor adhered quite closely to the design of his vintage action figure predecessor with three minor exceptions: his forearms, his calves, and his eyes. The MOTUC versions of Webstor's forearms and calves would not be created until Whiplash (forearms) in 2010 and Kobra Khan (calves) in 2012. Instead, like Zodac before him, Webstor got these body parts from the MOTUC Skeletor figure. Additionally, the MOTUC version of Webstor sported six eyes like his 200x redesign instead of four eyes like his vintage action figure.

GALLERY

MOTUC #013 • AFFILIATION Evil Warriors • SUBSCRIPTION N/A • PRICE $20 • ORIGINAL RELEASE MattyCollector.com (September 15, 2009) • RELEASE TYPE Carded Figure

HOOKED ON A CEILING Webstor's grappling hook and string were permanently attached to his armor. The vintage figure's backpack featured a pulley mechanism that allowed the figure to "climb" the attached string. The MOTUC figure lacked this action feature.

SPIDER MAN The four appendages on Webstor's back were added when the character was redesigned for the 2002 MOTU revival. For collectors who preferred Webstor's vintage look, these appendages could be easily removed.

GUNS OUT Like his vintage predecessor, Webstor came armed with an orange rifle.

ALTERNATE VIEWS

Aside from the aforementioned Skeletor forearms and boots, Webstor was comprised of the standard male torso, shoulders, biceps, furry loincloth, and upper legs, as well as Skeletor's right hand and Zodac's left hand.

TRIVIA

The following copy was written for Webstor's sales page on MattyCollector.com: "Oh, what a tangled web Webstor weaves! Aided by his Power Blaster and Fast Pack (not to mention those four extra limbs), this highly-detailed, fully-articulated action figure uses both cunning and climbing to handily elude his enemies."

The MOTUC Webstor figure came packaged with his armor off. This was likely done as a nod to the vintage figure, which was also carded this way in order to keep the package bubble from having to be too deep.

Webstor's extra appendages would be used again on the Buzz-Off and Mosquitor figures.

Webstor's rifle would be recast in silver plastic and included in Weapons Pack #1 (Ultimate Battleground Assortment) in 2010. It would also be recast in maroon plastic and included with the Weapons Rack in 2011.

Featured on Webstor's cardback were He-Man, Hordak, Zodac, Tri-Klops and Man-At-Arms.

TEELA
Warrior Goddess

ACCESSORIES

REAL NAME Teela **BIO** The adopted daughter of Duncan, the current Man-At-Arms, Teela grew up in the palace of King Randor. Trained from an early age in the ways of battle, at age 18 she became Captain of the Guard, leading King Randor's troops and acting as a defacto member of the Masters of the Universe. She is yet to become aware of her true heritage as the magically cloned daughter of the Sorceress and heir to the throne of Castle Grayskull. She carries the Staff of Ka, which was once used by the Snake Men in their epic battles against the Horde and King Grayskull during the Great Wars. Teela uses this magical staff to track her foes' every move!

VINTAGE VAULT The vintage Teela figure was released as part of the original line's first wave in 1982. The figure came equipped with removable armor, shield, and snake staff.

DESIGN DECISIONS MOTUC Teela came equipped with a shield, snake staff, and snake armor. Unlike her vintage staff, which was red, the MOTUC Teela's staff was gold, matching its color on her vintage cardback art. Additionally, her snake armor was brown, just like her vintage cardback art, instead of red like her vintage action figure.

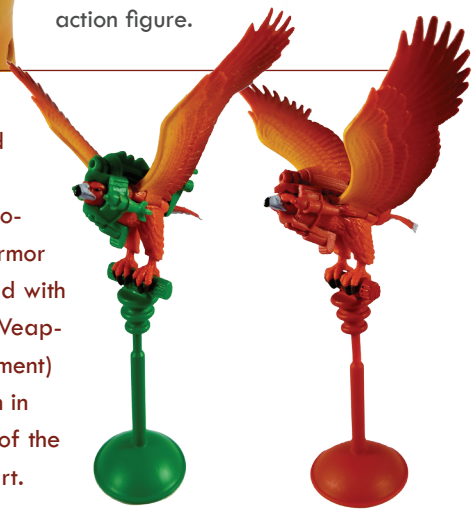
FOR THE BIRDS The pairing of Teela and Zoar made sense, as the two were issued together as a gift pack in the vintage line. The mold for Zoar was first used as an eagle figure in the DC Universe Classics Wonder Twins 2-pack at SDCC in 2009 and would be used numerous times throughout the MOTUC line. An official bio for this version of Zoar ("Noble Zoar") can be found on page 596.

MOTUC #014 • AFFILIATION Heroic Warriors • SUBSCRIPTION N/A • PRICE $20 • ORIGINAL RELEASE MattyCollector.com (October 15, 2009) • RELEASE TYPE Carded Figure

EN GUARDE Teela's sword was based on a weapon she carried in the 2002 MOTU cartoon as well as her subsequent action figure in the 2002 toyline.

RED HOOD Weapons Pak #3 (Great Unrest Assortment) featured Teela's armor and staff in red plastic to match the color scheme of the vintage action figure.

TAKING FLIGHT The vintage Zoar figure came with armor and a perch, both in red plastic. The MOTUC Zoar lacked both accessories, although a red perch and armor (*far right*) was eventually released with Evil-Lyn and Screeech in 2010. Weapons Pak #3 (Great Unrest Assortment) featured Zoar's armor and perch in green (*right*), matching the color of the vintage Zoar figure's cardback art.



< BATTLE READY Teela's alternate, helmeted head sculpt was designed to fit under her snake armor headdress.

DOUBLE TROUBLE > Weapons Pak #3 (Great Unrest Assortment) featured Teela's sword with a maroon hilt, which more closely matched the coloring of her 2002 figure's weapon.

TRIVIA

Zoar was released again, repainted white, in Weapons Pak #3 (Great Unrest Assortment) in 2012, and in Filmation colors with the Sorceress, also in 2012. An all-new Zoar, sculpted to match its Filmation design, was released with the Club Grayskull Sorceress figure in 2018.

The official bio for the Staff of Ka can be found on page 590.

Battleground Teela (a figure based on one of the character's early 1980s DC Comics appearances) was released in 2011; a new version of Teela (loosely based on her Filmation MOTU cartoon appearance) was released with the Point Dread & Talon Fighter playset in 2015; and a proper Filmation Teela was produced as part of Club Grayskull in 2018.

An "Ultimate Edition" Teela was released by Super7 in 2017 (see page 476).

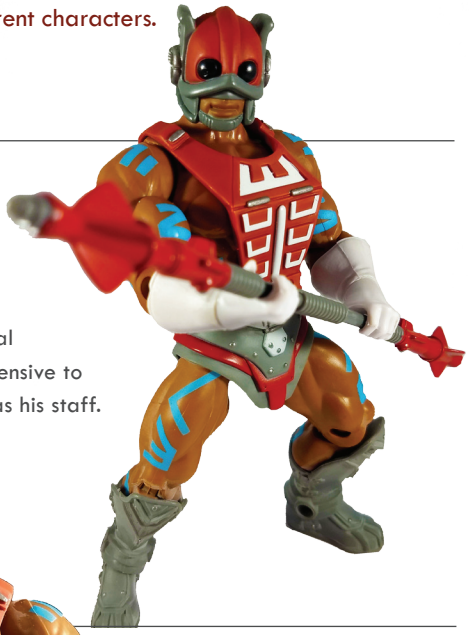
Pictured on Teela's cardback were He-Man, Skeletor, Webstor, Tri-Klops, and Man-At-Arms.

ZODAK
Mystic Enforcer

REAL NAME Kar-Tor **BIO** An ancient and powerful enforcer for the Council of Elders, Kar-Tor studied the teachings and mystic fighting techniques of the Cosmic Enforcers and knows how to instantly identify an opponent's weakness. After his mentor, the original Zodac, left Eternia to fulfill the Elders' bargain with Trolla, Kar-Tor took his place on the Council and helped lead them in battle against the Snake Men, eventually using the power of his staff to trap King Hssss in the Void. Although he prefers a solitary life of meditation in the Mystic Mountains, when he is called to battle, Zodak attacks his enemies using all the power at his command!

VINTAGE VAULT "Zodac" was a white-skinned alien in the vintage figure line, and a white human in the cartoon. In the 2002 MYP MOTU cartoon series and subsequent toyline, the character was renamed "Zodak" and changed to a black human. For MOTUC, both Zodac and Zodak existed, but as different characters.

"BONUS" FIGURE With Zodak, Mattel introduced the concept of a "bonus" figure in MOTUC — a figure released during the same monthly sale as a regular figure (in this case, Teela) that could be made with minimal new tooling and was therefore inexpensive to produce. Zodak's only new part was his staff.



WELL ARMED Zodak's staff was based on the weapon used by the character in the 2002 MYP MOTU cartoon series and included with the subsequent action figure.

ACCESSORIES

MOTUC #015 • AFFILIATION Cosmic Enforcers • SUBSCRIPTION N/A • PRICE $20
• ORIGINAL RELEASE MattyCollector.com (October 15, 2009) • RELEASE TYPE Carded "Bonus" Figure

ALTERNATE VIEWS Zodak was comprised of the standard male torso, shoulders, biceps, and upper legs, Zodac's head and armor, He-Ro's shorts and boots, and Hordak's gloves.

PRETTY IN PINK Zodak's staff was re-released in Weapons Pak #1 (Ultimate Battleground Assortment) in a pink and gray color scheme.

HEADS UP An alternate head for Zodak, without his helmet, was included with the Strobo figure in 2013. The tattoos on this alternate head did not glow in the dark. The official bio for this unhelmeted look (dubbed "Unmasked Zodak — Heroic Former Student of Zodac") can be found on page 588.

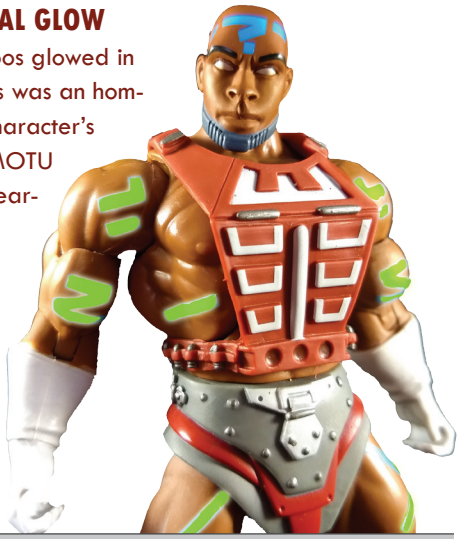
GALLERY

TRIVIA

The following copy was written for Zodak's sales page on MattyCollector.com: "Don't be fooled by this meditating man's mild manner. When duty calls, Zodak becomes a force to be reckoned with! Feel the power with this highly-detailed, fully-articulated action figure that comes complete with a Cosmic Staff."

Featured on Zodak's cardback were He-Man, Webstor, the Goddess, Hordak and Tri-Klops.

THAT SPECIAL GLOW Zodak's tattoos glowed in the dark. This was an homage to the character's 2002 MYP MOTU cartoon appearances, where his tattoos would occasionally glow.



SCAREGLOW
Evil Ghost Serving Skeletor

ACCESSORIES

REAL NAME Karak Nul **BIO** In life, Karak Nul was a shifty bounty hunter who spent years attempting to break into Castle Grayskull, obsessed with the countless legends proclaiming that it contained the power to be Master of the Universe. In death, he was cursed and banished into the dimension of Infinita, forever chained for his past crimes. He was brought back to Eternia by a magical spell of light cast by Skeletor to locate the most evil warriors in the five dimensions. Provided with the Scythe of Doom, Nul agreed to join forces with Skeletor and quickly became known as Scareglow thanks to his ability to appear and freeze his enemies with fright.

VINTAGE VAULT The vintage Scareglow figure was released as part of the original toyline's sixth wave in 1987. The figure came equipped with a halberd and removable purple cloth cape.

DESIGN DECISIONS

The MOTUC Scareglow deviated slightly from the design of his vintage action figure predecessor in two places: his forearms and his calves. The MOTUC versions of these two body parts would not be created until Whiplash (forearms) in 2010 and Kobra Khan (calves) in 2012. Instead, like Zodac before him, Scareglow got these parts from the MOTUC Skeletor figure.

GALLERY

MOTUC #016 • AFFILIATION Evil Warriors • SUBSCRIPTION N/A • PRICE $20
• ORIGINAL RELEASE MattyCollector.com (November 16, 2009) • RELEASE TYPE Carded Figure

WELL ARMED Like his vintage predecessor, Scareglow came armed with a green halberd. Unnamed in the vintage toyline, it was dubbed the "Scythe of Doom" in MOTUC. While the vintage version of this weapon was solid green, the MOTUC version featured a glow-in-the-dark blade and spikes.

KEY TO THE KINGDOM The reliquary featured a real metal chain that attached to Scareglow's wrist and was topped by a small detailed replica of Castle Grayskull.

LET ME IN The top of the reliquary could be removed to reveal a tiny key inside. The Castle Grayskull playset, released four years after this figure, featured a side door with a slot that fit this key.

THAT SPECIAL GLOW The Scareglow figure glowed in the dark, just like its vintage counterpart.

ALTERNATE VIEWS Scareglow was comprised of the Skeletor body with He-Man's furry loincloth. Only his head, cape, and accessories were newly sculpted.

TRIVIA

The following copy was written for Scareglow's sales page on MattyCollector.com: "Cursed for all eternity, Scareglow is one of the evil henchmen of Skeletor. Able to strike fear in the hearts of even the most worthy opponents, his spirited action figure is highly-detailed and fully-articulated, and comes complete with these accessories: Scythe of Doom and cursed Grayskull reliquary."

The figure's cape, which was plastic instead of cloth like the vintage figure's cape, was removable. Toward the bottom edge, the figure's cape was semi-translucent.

Weapons Pak #1 (Ultimate Battleground Assortment), released in 2010, featured Scareglow's halberd in silver and gray plastic. The Weapons Rack, released in 2011, featured the halberd in lighter silver.

Featured on Scareglow's cardback were He-Man, Teela, Tri-Klops, Man-At-Arms, and Webstor.

KING RANDOR

Heroic Ruler of Eternia

REAL NAME Randor of the House of Miro **BIO** King Miro's second-born son Randor came of age during the Great Unrest, a time when conflict returned to Eternia following the uprising of Count Marzo and the subsequent betrayal of Miro by Randor's half-brother Keldor. After the disappearance of his father, Randor was appointed Captain of the Guard and led Miro's troops in battle against Keldor's growing rebellion. Randor eventually ended the fight when he fatally wounded Keldor and aided in imprisoning his evil warriors behind the Mystic Wall. For this act he was appointed King of Eternia by the Council of Elders. King Randor raises his staff, proclaiming his rule over all Eternia!

VINTAGE VAULT The vintage King Randor figure was released as part of the original toyline's sixth wave in 1987. The figure came equipped with a spear, armor (repainted from the Jitsu figure), crown, and blue cloth cape.

DESIGN DECISIONS In the vintage Masters of the Universe toyline, King Randor and Jitsu shared the same armor sculpt. While their armor in MOTUC still shared some design similarities, King Randor and Jitsu no longer shared the same armor. Another difference between the vintage and MOTUC versions of King Randor was his left bracer: the vintage version used the He-Man bracer, while the MOTUC version used the Tri-Klops bracer.

ACCESSORIES

ROYAL COUPLE King Randor's better half, Queen Marlena, was released in July of 2011.

MOTUC #017 • AFFILIATION The Royal Family • SUBSCRIPTION N/A • PRICE $20 • ORIGINAL RELEASE MattyCollector.com (December 15, 2009) • RELEASE TYPE Carded Figure

SWORD King Randor's sword was based on the weapon he carried in the 2002 MYP MOTU cartoon series and the subsequent mini-statue created for the character by NECA Toys.

STAFF Interestingly, instead of being given a spear like his vintage action figure, King Randor came with the staff given to him for his redesign in the 2002 MYP MOTU cartoon series.

BONUS ACCESSORY The omission of Randor's spear (which was actually a recolored Whiplash spear in the vintage line), was rectified by the release of Weapons Pak #2 (Great Wars Assortment) in 2010, which included a gold Whiplash spear.

ROYAL ROBES The figure's cape, which was plastic instead of cloth like the vintage figure's cape, was permanently attached to his armor, but the armor was removable.

ALTERNATE VIEWS From the neck down, the figure utilized only standard male parts with the exception of the left Tri-Klops bracer.

TRIVIA

The following copy was written for King Randor's sales page on MattyCollector.com: "Miro, Miro, on the wall, who's the strongest of them all? Randor, or course! Mortally wounding his evil half-brother Keldor and earning the appointment of King of Eternia, Randor rules as a highly-detailed, fully-articulated action figure that comes with these accessories: Sword of Eternos and Royal Staff."

In 2012, Mattel released a second King Randor figure. Dubbed "Eternos Palace King Randor," the new figure was based on the character's appearance in the Filmation MOTU cartoon. The two figures shared the same head sculpt.

The spear accessory would be released again, in silver, with the Weapons Rack in 2011, and a fourth time, in yellow, with Eternos Palace King Randor in 2012.

Featured on King Randor's cardback were He-Man, Scareglow, Teela, Man-At-Arms, and Webstor.

THE GODDESS

Trainer of He-Man

ACCESSORIES

REAL NAME Sharella **BIO** After the death of King Grayskull, the Power of the Universe was transferred from the Sword of He to the Council of Elders who hid it deep within Castle Grayskull. Knowing the full sword was the key to channeling this power, they split it in two to help prevent it from falling into the hands of evil. For five centuries they waited for a worthy heir to be born. During this time their spirit guide, the creature known as the Goddess of Eternia, trained heroic guardians to keep the two halves of the sword separated. Many of these brave warriors took the name He-Man in honor of the sword they protected — giving birth to many different legends concerning the prophesied protector of Eternia.

PAGE TO PLASTIC The Goddess was first introduced in the mini-comic "He-Man and the Power Sword" (1982), where she was called the Sorceress, and her skin color was green (*below*); in subsequent appearances, she was called the Goddess and had Caucasian skin. In the vintage toyline, both Teela and the Goddess were represented by the same action figure, the only difference between the two characters being the cobra headdress. For MOTUC, the green-skinned Goddess was given her own action figure, finally paying homage to her debut appearance.

WELL ARMED The Goddess' lone new accessory was this spear. Its design was based on the spear carried by the Teela prototype figure in the vintage MOTU toyline. spear would be released again with Spinnerella in 2014 and with the Ultimate Teela figure in 2017.

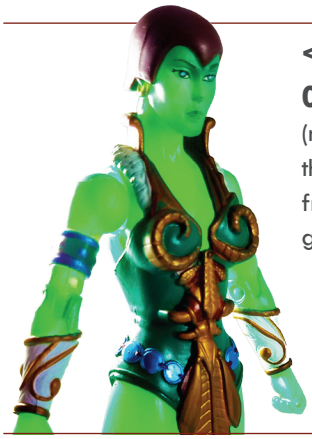
MOTUC #018 • AFFILIATION Preternian Heroic Warriors • SUBSCRIPTION N/A • PRICE $20 • ORIGINAL RELEASE MattyCollector.com (December 15, 2009) • RELEASE TYPE Carded Bonus Figure

A HEAD OF THE REST Beneath the cobra headdress, the Goddess used the alternate head from the Teela figure, albeit with green skin.

ARMORY The Goddess came equipped with He-Man's armor, axe and shield (to recreate the mini-comic story where the Goddess gifted He-Man his armor and weapons after he saved her life).

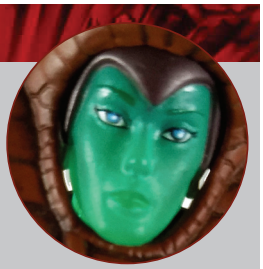
SHIELD ME > The Goddess' final accessory was Teela's shield, which bore only very subtle paint differences from its original release.

< SHINE A LIGHT ON ME The exposed (non-clothed) parts of the figure were made from semi-translucent green plastic.



ALTERNATE VIEWS This figure was comprised completely of existing Teela parts. This made sense, as early in the vintage line, the Goddess and Teela were represented by the same action figure.

TRIVIA



The Goddess, like Zodak, was a bonus figure — a figure released during the same monthly sale as a regular figure that could be made using mostly existing parts.

The Goddess was the second figure (after Man-At-Arms) to include accessories intended for another figure: in this case, Oo-Larr.

The He-Man armor included here was a slightly lighter gray than the armor that came packaged with the original He-Man figure.

Movement of the figure's legs could easily cause the pelvic piece to break apart completely. Many collectors blamed this widespread problem on the figure's translucent plastic, thinking it was more brittle than the standard plastic, but it was actually a design flaw in the figure's leg and hip assembly.

Featured on the Goddess' cardback were He-Man, Scareglow, King Randor, Zodak and Webstor.

ADORA

Leader in the Great Rebellion

ACCESSORIES

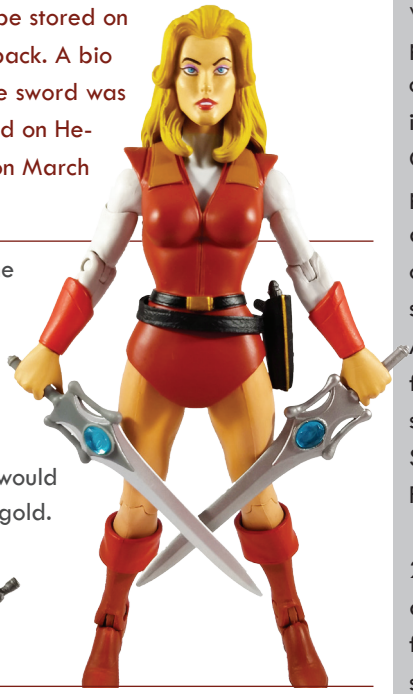
REAL NAME Adora of the House of Randor **BIO** When Adora and her twin brother Adam were born, the Sorceress recognized that they were the twins prophesied to wield the Power of Grayskull. She magically cloned the Sword of He so that each twin could have a key to unlock the Power of Grayskull, further enhancing the cloned sword with the Stone of Protection. But Hordak also learned of the twins and arranged for his Eternian pupil Skeletor to abduct the infants. Man-At-Arms prevented Adam from being taken, but Adora was stolen away to the planet of Etheria deep in the Dimension of Despondos. There she was raised by Hordak until the day her brother found her, handing her the Sword of Protection which gave her the power to become She-Ra, the most powerful woman in the universe!

CARTOON CORNER For all her importance to the Masters of the Universe mythos, Adora never received a proper action figure of her own until Masters of the Universe Classics. Children of the 1980s had to make do with simply unmasking their vintage She-Ra figure in order to have an Adora to play with. With no previous figure to base her design on, the MOTUC Adora figure was inspired heavily by her Filmation *She-Ra: Princess of Power* cartoon appearance. And with this release, Adora became the first MOTUC figure of a character who made their first-ever appearance in a Filmation cartoon.

GALLERY

MOTUC #019 • AFFILIATION The Great Rebellion • SUBSCRIPTION Club Eternia 2010 • PRICE $20 • ORIGINAL RELEASE MattyCollector.com (January 15, 2010) • RELEASE TYPE Carded Figure

WELL ARMED Adora's Sword of Protection was based on its design in the Filmation POP cartoon and could be stored on her back. A bio for the sword was revealed on He-Man.org on March 9, 2020.



BONUS ACCESSORY Adora's version of the Sword of Protection was cast in solid gray plastic (*far right*). The sword was later recast in two-tone gray (like He-Man's Power Sword) and released in Weapons Pak #2 (Great Wars Assortment) later in 2010 (*immediate right*). The She-Ra figure would also come with this sword, cast in two-tone gold.

GUNS OUT Adora came armed with a pistol which could be stored in the removable holster on her belt. The pistol and holster would be re-used for the Captain Glenn figure.

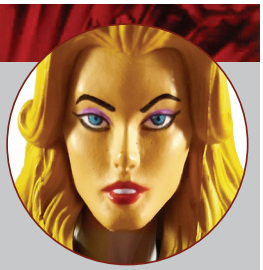
SWORD OF PROTECTION

Mystical Blade of She-Ra

Upon sensing that the twins of his prophecy were born on Eternia, Light Hope reached out across dimensions to the Sorceress with important instructions to create a new magical sword. She charged Man-At-Arms and Oo-Larr with bringing to her both halves of the Sword of He so that she could temporarily unite them and cast a spell to duplicate the blade in order to match its ability to conduct the energy of the Star Seed. To give the new sword its own power, the Sorceress embedded into it the Gem of Tiar-Ra, the mother stone of Crystal World, the Crystal Castle, and even the Crystal Chamber beneath Castle Grayskull itself. Although its fated owner Adora was abducted, the Sorceress sent the sword with her brother Adam to find her. In Adora's hands, the sword created a glittering shower that transformed her at last into She-Ra, protector of good in the universe and Princess of Power! Through the magic of the crystal, She-Ra's sword could change shape at She-Ra's command, and it gave She-Ra unique powers of telepathy and healing*.

** This bonus bio for the Sword of Protection helped to explain why She-Ra, thanks to the Gem of Tiar-Ra embedded in her sword, possessed unique capabilities in comparison to He-Man.*

TRIVIA



The following copy was written for Adora's sales page on MattyCollector.com: "It was a dark day indeed for King Randor and Queen Marlena when their precious newborn daughter was abducted by the evil Hordak. Celebrate the return of the Princess of Power as she takes her rightful spot in your collection with the first-ever Princess Adora figure! Like all Masters of the Universe figures, Princess Adora is fully-articulated and sculpted with amazing detail by the Four Horsemen. She comes complete with: removable holster, Horde Force Captain blaster, and Sword of Protection."

2010 was the year that Mattel first offered a full-year subscription for its MOTUC line of figures. Adora was not only the first figure in the subscription, but she was also the first character from the She-Ra storyline to receive its own figure, thus officially bringing all Princess of Power characters under the general Masters of the Universe moniker.

Featured on Adora's cardback were King Randor, Scareglow, Webstor, Tri-Klops, and Man-At-Arms.

BATTLE ARMOR HE-MAN

Most Powerful Man in the Universe

REAL NAME Adam of the House of Randor **BIO** To adapt to new enemies and dangerous situations, Prince Adam learned to tap further into the great power which his sword unlocks. The combined Power of the Universe and the knowledge of the Elders is used by Adam to imagine and create new forms of armor and weapons to combat evil. His Battle Armor was created to protect him during his early battles with Skeletor and the Evil Warriors. Using the Power of Grayskull, He-Man — the Most Powerful Man in the Universe, is now shielded by his mighty Battle Armor!

VINTAGE VAULT The vintage Battle Armor He-Man figure was released as part of the original toyline's third wave in 1984. The figure came equipped with a battle axe and Power Sword.

UPDATE In the vintage toyline, striking the chest of the Battle Armor He-Man figure would cause a mechanism in the figure's torso to flip, revealing a different chest plate with a slash (or two slashes) across it, giving the appearance of inflicted damage. The MOTUC version of the figure dropped the action feature in favor of three swappable chest plates that could be inserted by removing the armor and replacing the plate.

ACCESSORIES

GALLERY

MOTUC #020 • AFFILIATION Heroic Warriors • SUBSCRIPTION N/A • PRICE $20
• ORIGINAL RELEASE MattyCollector.com (January 15, 2010) • RELEASE TYPE Carded Quarterly Figure

WHAT'S THE DAMAGE? The three swappable chest plates represented the armor as undamaged, with one slash, or with two slashes.

AN AXE TO GRIND While the vintage Battle Armor He-Man came with both a battle axe and a Power Sword, the MOTUC version of the figure only came with an axe. Mattel stated that the sword was cut for budgetary reasons.

HEADS WILL ROLL Fans who wished to more accurately recreate the look of the vintage Battle Armor He-Man could give him the alternate He-Man head that came with the Oo-Larr figure in 2015.

SAME AS The base figure for Battle Armor He-Man was identical to the original MOTUC He-Man figure, with the exception of the ab piece, which was replaced by Hordak's smooth lower torso to give the illusion that the armor continued down to the belt.

TRIVIA

In 2010, Mattel introduced the concept of Quarterly Figures in MOTUC. These figures, much like the "bonus" figures of 2009, were figures that could be made using mostly existing parts, and were not included as part of the 2010 Club Eternia subscription plan. Battle Armor He-Man was the first of these figures.

The following copy was written for Battle Armor He-Man's sales page on MattyCollector.com: "If you were lucky enough to have one of the original He-Man toys back in the '80s, then you remember that cool spinning wheel in his chest that showed various states of damage. Our all-new Battle Armor He-Man pays homage to that beloved feature with three interchangeable armor plates, each with varying degrees of dents! Always ready for a good fight, he comes complete with his trademark battle axe."

Mattel would later revisit the Battle Armor concept with Battle Armor Skeletor and Battle Armor Faker.

Featured on Battle Armor He-Man's cardback were King Randor, Teela, Man-At-Arms, Scareglow, and Webstor.

TRAP JAW

Evil and Armed for Combat

REAL NAME Kronis **BIO** An insane criminal from the dimension of Infinita, Kronis was one of several evil warriors freed from an intergalactic prison by Keldor to bolster his ranks during the start of the Great Unrest. After serving Keldor for years, Kronis grew ambitious and raised an army of his own to challenge his master. Now a powerful Overlord of Evil, Skeletor easily defeated Kronis — breaking his jaw and arm and leaving him for dead. Found and rebuilt by Tri-Klops, Kronis was transformed into Trap Jaw, a man armed with combat weapons and an "iron jaw"!

ACCESSORIES

VINTAGE VAULT The vintage Trap Jaw figure was released as part of the original toyline's second wave in 1983. The figure came equipped with a removable belt along with gun, hook, and claw attachments.

UPDATE From the loop on his helmet to his removable belt, the MOTUC version of Trap Jaw was a very faithful update to his vintage action figure. The only notable differences were the additional paint detailing, the removable black armor around his left shoulder, and the gory detail revealed when his mouth was opened.

ALTERNATE VIEWS Trap Jaw used the standard male torso and furry shorts. All of his other pieces were newly sculpted.

MOTUC #021 • AFFILIATION Evil Warriors • SUBSCRIPTION Club Eternia 2010 • PRICE $20 • ORIGINAL RELEASE MattyCollector.com (February 16, 2010) • RELEASE TYPE Carded Figure

WELL ARMED Just like his vintage predecessor, Trap Jaw came equipped with gun, claw, and hook attachments for his mechanical right arm.

HEADS WILL ROLL The concept of Kronis — Trap Jaw's original name and appearance before his fateful altercation with Skeletor — was introduced in the 2002 MYP MOTU cartoon series. To recreate this look, an alternate head and right arm were included with the figure. The official bio for Kronis ("Dreaded Space Pirate") can be found on page 592.

BONUS ACCESSORIES (PART ONE) Roboto's claw, gun and axe attachments were cast in black plastic and included in Weapons Pak #2 (Great Wars Assortment) in 2010 for use with Trap Jaw.

BONUS ACCESSORIES (PART TWO) Hurricane Hordak's three spinning blade attachments were cast in black plastic and included in Weapons Pak #4 (End of Wars Assortment) in 2013 for use with Trap Jaw.

TRIVIA

The figure's jaw was articulated, but was not spring-loaded like the vintage figure's jaw.

Trap Jaw's gun, hook, and claw attachments would be cast in silver plastic and released in Weapons Pak #4 (End of Wars Assortment) in 2013 for use with Roboto.

Trap Jaw's right arm and three attachments were re-used with the Terroar figure in 2017.

Trap Jaw's right arm could also hold the attachments that came with the Horde Prime, Spikor, and Cy-Chop figures, although none of these attachments were in matching black.

A new Trap Jaw figure, sculpted after his design in the Filmation MOTU cartoon, was released as part of the Club Grayskull line in 2016.

The green-skinned mini-comic version of Trap Jaw was released in a three-pack exclusive to Power-Con in 2017. The other two figures in the pack were Stratos and Prince Adam.

Featured on Trap Jaw's cardback were Tri-Klops, Skeletor, Beast Man, Mer-Man, and Webstor.

BATTLE CAT
Fighting Tiger

REAL NAME Cringer **BIO** A member of the Green Tiger Tribe, Cringer was saved from a parek-narr attack by a young Prince Adam and afterwards became his devoted companion for life. He assisted Adam during his quest to unite both halves of the Power Sword of He and afterwards was enhanced by its power to become Battle Cat, the fighting tiger of He-Man. Cringer is one of only a handful of allies who knows Adam's secret and fights alongside the other Masters of the Universe, carrying He-Man into battle against the forces of evil.

VINTAGE VAULT The vintage Battle Cat figure was released as part of the original series' first wave in 1982. The figure came equipped with a removable helmet and saddle. Battle Cat was actually a repaint of a tiger figure from Mattel's Big Jim toyline in 1976.

UPDATE Unlike the vintage Battle Cat figure, which was completely static, the MOTUC version of the character featured plenty of articulation, including the jaw, abdomen, tail, two points in the neck, and three points in each leg.

GALLERY

MOTUC #022 • AFFILIATION Heroic Warriors • SUBSCRIPTION N/A • PRICE $30 • ORIGINAL RELEASE MattyCollector.com (February 16, 2010) • RELEASE TYPE Boxed Beast

ALTERNATE VIEW Just like the vintage figure, Battle Cat's helmet and saddle were removable.

BEAST OF BURDEN

Battle Cat's saddle was, of course, designed to carry He-Man, and if desired, the cat's joints were strong enough to hold up under the weight of two figures on his back.

A NEW MILLENNIUM By giving Battle Cat the helmet, saddle, and claw armor from the Battle Lion figure (released in 2014), collectors could recreate Battle Cat's look from the 2002 MYP MOTU cartoon series and subsequent toyline.

TRIVIA

The following copy was written for Battle Cat's sales page on MattyCollector.com: "The first beast figure in the Masters of the Universe line, Battle Cat has been crafted so He-Man fits in the saddle (as will most other MOTU characters) and can securely ride his iconic green feline into battle! Sculpted in amazing detail, this fully-articulated figure comes with removable armor and helmet, and his saddle holds the Sword of Power."

Battle Cat was the first beast figure introduced into MOTUC. Many of his parts would later be re-used for the Panthor, Griffin, and Battle Lion figures.

Battle Cat was not included in the price of the 2010 Club Eternia subscription and therefore had to be purchased separately. He retailed for $30 at a time when regular 6" figures in the line were priced at $20.

There was a strap on either side of Battle Cat's saddle for carrying He-Man's sword (*see picture opposite page*).

A new package design was created for the Battle Cat figure. Similar packaging would be used for Panthor, Battle Lion and the Griffin.

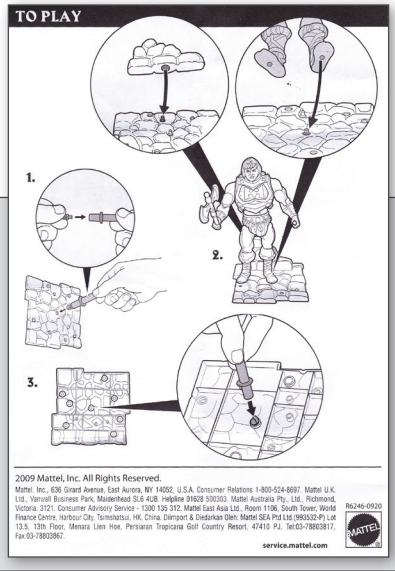
Cringer, Battle Cat's alter ego, was included with Queen Marlena / Captain Glenn in 2011.

Featured on Battle Cat's cardback were He-Man, Man-At-Arms, Teela, Stratos, Zodak, Skeletor, Beast Man, and Mer-Man.

CASTLE GRAYSKULL STANDS

For 6" Figures

INTRODUCTION Castle Grayskull display stands were small, stone-like figure display stands that were packaged five to a box and retailed for $12 each. They were not included as part of the 2010 subscription plan, but were instead made available for sale on February 16, 2010, along with Battle Cat and Trap Jaw.



PACKAGING The stands came packaged in a basic white box with minimal exterior graphics. Inside, the five stands and small side walls were packaged in separate baggies, with another baggie for the pegs and insertion tool. There was also an instruction sheet, although assembly was rather self-explanatory.

SCULPTING & PAINT The bases and small side walls had a stony, jagged look reminiscent of the vintage Castle Grayskull playset. The base was about 4"x4", and the small side wall was 2" tall by 3" wide. Both pieces were subtly painted to give the overall appearance a dirty, slightly mossy look.

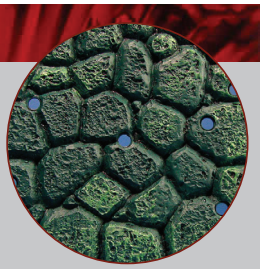
MOTUC #023 • AFFILIATION N/A • SUBSCRIPTION N/A • PRICE $12
• ORIGINAL RELEASE MattyCollector.com (February 16, 2010) • RELEASE TYPE Boxed Figure Stands

ASSEMBLY There were ten small pegs included, and a tool to insert them into the base. The base itself had seven holes — one to attach the small rock wall, and the other six to be used with the feet of a figure.

The fit on both the bottom of the foot and on the stand was tight, but the posts were not solid pieces. Instead, they were split so that they were easier to insert and then stay firmly in place.

The pegs were not really necessary to hold the small wall in place, as it stood quite well on its own. The pegs did help to keep figures standing in both vanilla and certain action poses.

TRIVIA



In 2012, Mattel released Snake Mountain Stands, which were identical in functionality to the Castle Grayskull Stands, but featured a new sculpt, with a motif of purple rock and red lava.

In November of 2013, Mattel released Grayskull Tiered Stands, which were larger, stackable stands that could accommodate up to three figures at a time and shipped three to a package.

DESIGN The bases could be placed together to create a wider "floor" for battle scenes.

DISPLAY The most obvious use of the stands was for display purposes, even though most MOTUC figure had no issue standing on their own.

MOSS MAN

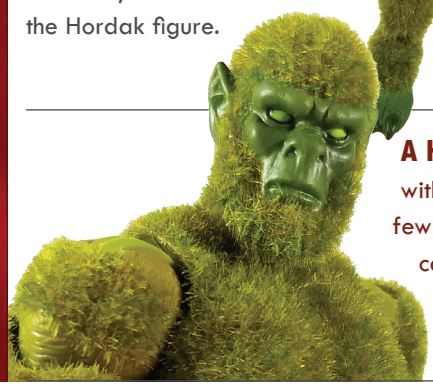
Heroic Spy and Master of Camouflage

REAL NAME Kreann'ot n'Horosh **BIO** Thought for many centuries to be a myth, the creature called "Moss Man" was, in fact, an ancient Eternian nature god and ally to King Grayskull. During the rise of Skeletor and the subsequent battles with the Snake Men and Horde invaders, Moss Man often joins forces with the Masters of the Universe, helping to protect freedom for all forms of life. He was instrumental in helping them win the Second Ultimate Battleground, using his powers over plant life and his "fur" of forest green to fool and frustrate his wicked foes.

ACCESSORIES

VINTAGE VAULT The vintage Moss Man figure was released as part of the original series' fourth wave 1985 and came equipped with a brown mace. The figure was also pine-scented, a feature Mattel carried over to the MOTUC update.

UPDATE The vintage Moss Man figure was simply a repaint of the existing Beast Man figure with added green flocking. The MOTUC Moss Man largely followed suit, utilizing only Beast Man parts with the exception of his furry loin cloth, which came from the Hordak figure.



A HEAD OF THE REST Moss Man came with an alternate head sculpt that took a few design cues from his Filmation MOTU cartoon appearance, but was different enough to be considered new and unique to this figure.

MOTUC #024 • AFFILIATION Heroic Warriors • SUBSCRIPTION Club Eternia 2010 • PRICE $20 • ORIGINAL RELEASE MattyCollector.com (March 15, 2010) • RELEASE TYPE Carded Figure

JOIN THE CLUB The vintage Moss Man figure came with a club that was originally a Castle Grayskull weapon recast in brown plastic. For the MOTUC version, Moss Man's club was given an update, following the original design while adding a wooden texture and a wrap-around vine.

CARRY ON Moss Man's removable bandolier was designed to look as though it was made out of vines. Its detailing included a pouch and a scabbard that could hold the knife accessory. The figure's club could be hooked onto it as well.

CUTS LIKE A KNIFE Moss Man's very primitive-looking knife was a newly-designed piece that was not based on any of the character's previous appearances.

CLOSE SHAVE Removing the figure's flocking revealed the furry Beast Man body sculpt underneath, molded in green plastic. Mattel advised collectors against getting the figure wet, as water would cause the flocking to come off.

TRIVIA

The following copy was written for Moss Man's sales page on MattyCollector.com: "Mother Nature has nothing on Moss Man, powerful lord over all that is green! This fully-articulated figure features amazing detail and comes complete with nature mace, removable vine sling with stone knife, and, of course, flocking and an evergreen scent guaranteed to take you back! (Collector Note: it is not the identical scent as the vintage toy, but we came as close as possible within today's manufacturing standards.) Moss Man also comes with an alternative 2002-inspired head designed by the Four Horsemen."

Mattel changed the flocking on Moss Man partway through production, resulting in two versions of Moss Man: one with flocking covering the ears, the other without.

A newly-designed wooden shield was planned as an accessory but was dropped before production.

Featured on Moss Man's cardback were Scareglow, the Goddess, King Grayskull, Beast Man, and Webstor.

HE-MAN vs SUPERMAN

Most Powerful Man in the Universe

Man of Steel

ACCESSORIES

REAL NAME Prince Adam of the House of Randor **BIO** A direct descendent of the legendary King Grayskull, Prince Adam of Eternia was chosen to protect his ancient ancestor's Power Sword from evil. Initially utilizing a techno-vest with a built-in force field to fight evil, Adam later learned to combine the two halves of the Power Sword, using it to channel the energy of the Elders to become He-Man — the most powerful man in the universe! Today he guards the safety of all Eternia alongside the other heroic Masters of the Universe.

BACKGROUND In 2010, Toys R Us released a series of four DC Universe vs. Masters of the Universe 2-packs. The first pack, Superman vs. He-Man, recreated their famous first meeting in *DC Comics Presents #47*.

FROM PAGE TO PLASTIC A reprint of *DC Comics Presents #47* — *"From Eternia with Death!"* — which was first published in July of 1982, and no doubt served as the inspiration for this release, was included in this 2-pack.

MOTUC #025 • AFFILIATION Heroic Warriors **• SUBSCRIPTION** N/A **• PRICE** $29.99 **• ORIGINAL RELEASE** Toys R Us (Spring 2010) **• RELEASE TYPE** Figure 2-Pack

ARMED & DANGEROUS He-Man came with the same two-toned axe that was included with both his original and Battle Armor releases. His shield, however, was a repaint, featuring a silver finish and black rivets. This color scheme was not from the comic (he didn't carry a shield in *DCCP #47*), but was a nice change nonetheless.

UPDATES He-Man's paint scheme matched the look of the comic book, with brighter, higher-contrast colors. Most noteworthy were He-Man's matching yellow gauntlets, lighter gray harness, redder boots, and yellower hair.

REAL NAME Clark Kent **BIO** Rocketed to Earth from the doomed planet Krypton, the infant Kal-El was adopted by the kindly Kent Family of Smallville, Kansas. Young Clark Kent grew strong and powerful under the rays of Earth's yellow sun, developing a phenomenal array of super powers. In adulthood, Clark would use these abilities as Superman, championing the virtues of truth, justice and the American way while keeping secret his true identity as a reporter for a great metropolitan newspaper.

LEGENDARY CHAMPION HE-MAN

Beloved Hero of Eternia

The heroic feats of He-Man and his epic battles against Skeletor are well documented. Early adventures such as his quest for the talismans of Cosmos, Sea, and Sky, and his defeat of the Glorm are known throughout Eternia. The children of Eternos thrill to tales of He-Man's triumphs against the despotic Hordak and the fanatical King Hssss. On Etheria, Bow still sings a ballad about "the honor of love" and the reunion of He-Man and She-Ra. And on faraway Primus, the people refer to the twins as "the Saviors." He-Man's exploits continued after he became king and joined his son Prince Dare in countering the anarchic Skeleteen. When He-Man's youth was restored following the rebirth of Castle Grayskull, he maintained his dual roles as king and protector of Eternia. Old and new friends alike came together, galvanized by He-Man's heroism. In the Dark Hemisphere, She-Ra also rose as a queen, and together with their allies, brother and sister led Eternia into a new age of enlightenment. But even in this time of glory, He-Man's forces continued to oppose an array of dire villainous threats.

TRIVIA

Three more 2-packs were released by Toys R Us in 2010: Skeletor/Lex Luthor, Stratos/Hawkman, and Mer-Man/Aquaman. 2011 would see the release of Battle Armor Faker/Bizarro, She-Ra/Supergirl, and Zodac/Green Lantern.

The Superman figure was identical to his release in DC Universe Classics in 2009.

An official bio for this version of He-Man, dubbed "Legendary Champion He-Man — Beloved Hero of Eternia," was revealed on He-Man.org on November 18, 2019.

The back of the packaging (*above*) featured artwork and bios for both characters. He-Man's bio was identical to his single-carded release from earlier in the MOTUC line. Note that He-Man's artwork depicted him in his Battle Armor.

SKELETOR vs LEX LUTHOR

Evil Lord of Destruction

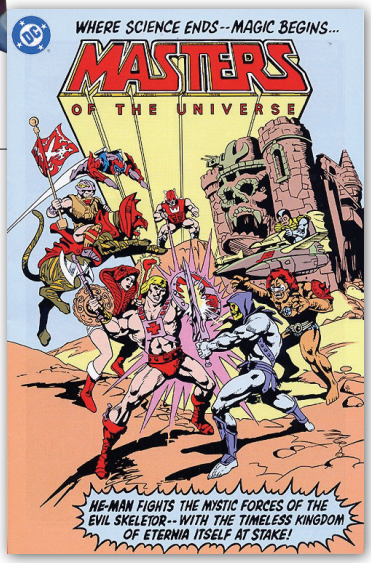
Criminal Mastermind

ACCESSORIES

REAL NAME Keldor **BIO** Mortally wounded in a battle with his half-brother, Captain Randor, Keldor turned to his dark arts master Hordak to save his life. Merging Keldor with the extra-dimensional being Demo-Man from Despondos, Keldor was forever changed into Skeletor, Overlord of Evil! He gathered together many of Eternia's greatest outcasts and evil warriors in his quest to gain entry into Castle Grayskull and obtain what he believed to be the universe's ultimate power source.

BACKGROUND The second Toys R Us 2-pack of 2010, released simultaneously with the He-Man/Superman 2-pack, featured Skeletor vs. the DC Universe Classics Lex Luthor figure.

FROM PAGE TO PLASTIC Packaged with this 2-pack was a copy of the second Superman/He-Man encounter, which was a one-shot included in a few different DC comics in 1982 as a preview of DC's then-upcoming three-issue MOTU miniseries. Lex Luthor did not appear in this story.



ARMED & DANGEROUS Skeletor came with a Power Sword molded in translucent yellow plastic with flat gold paint trim. This was the sixth time the Power Sword had been issued in MOTUC.

MOTUC #026 • AFFILIATION Evil Warriors • SUBSCRIPTION N/A • PRICE $29.99 • ORIGINAL RELEASE Toys R Us (Spring 2010) • RELEASE TYPE Figure 2-Pack

UPDATES Compared to the original figure (*immediate right*), this version of Skeletor featured armor that had been molded in a slightly different shade of purple. The crossbones on the armor were a shiny purple, while the face was a solid yellow, without the touches of green of the original edition.

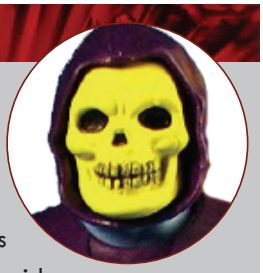
REAL NAME Alexander Joseph Luthor **BIO** As a super-intelligent teenager, Lex Luthor idolized Superboy. While working on a cure for Superboy's weakness to Kryptonite, one of Luthor's lab experiments went awry. This caused irreparable damage to his psyche as well as the permanent loss of his hair. Luthor blames Superman for the accident and has tried many times to destroy him, concocting numerous schemes and weapons. Superman overcame all of Luthor's plots and Luthor's failures only served to magnify his hatred for Superman.

LEGENDARY OVERLORD SKELETOR

Reviled Villain of Eternia

Amidst betrayals by Evil-Lyn and the rising threats of other factions after the Reawakening, Skeletor sought to bolster his Evil Warriors with new terrifying masters of destruction. He enlisted the evil Blubbor, an obese reawakened executioner from ancient Eternia whose body fat absorbs kinetic energy, and Sting-Or, a savage Scorpioni-Arachna hybrid who had served on the honor guard of Queen Tyrantula. To reinforce Draego-Man and reawakened Waspus as his evil air force, Skeletor summoned the winged mercenary Terrordon, an evolutionary descendant of the cyborg dinosaurs of Preternia after they had been sent safely to another world by Zodac. Finally, Skeletor used his arcane magic to experiment upon the remains of the Unnamed One, carefully collected by Tri-Klops. Combining it with his own blood, Skeletor created Skullkor, a diminutive homunculus to spy and help him unlock the secrets of the Overlords. With his new enforcers, Skeletor hatched a cunning plot to trick the Serpent Goddess of the Snake Men and steal the omnipotence of the old gods for himself!

TRIVIA



The Lex Luthor figure was identical to his release in the DC Superheroes line. The figure was later re-released under the DC Universe Classics banner in a 2-pack with Supergirl.

The original, single-carded version of Lex Luthor came with a gun and a green Kryptonite rock. This 2-pack version of the figure lacked the gun, but came with three additional Kryptonite rocks — red, blue, and gold.

An official bio for this version of Skeletor, dubbed "Legendary Overlord Skeletor — Reviled Villain of Eternia," was revealed on He-Man.org on June 22, 2020.

The back of the packaging featured artwork and bios for both characters. Skeletor's bio was identical to his single-carded release from earlier in the MOTUC line. Note that Skeletor's artwork depicted him with a purple Power Sword.

EVIL-LYN
Evil Warrior Goddess

REAL NAME Evelyn Morgan Powers **BIO** Raised alone by her father in the ruins of Zalesia, Evelyn left her home in a fit of teenage rebellion. Taking the name Evil-Lyn, she traveled Eternia, learning from many of its great masters the ways of magic and the dark arts. While searching for new ways to increase her power, she met and fell in love with an ambitious alchemist named Keldor and agreed to join his cause. But after Keldor was transformed into Skeletor, he lost all emotional attachments to Evelyn and she began to scheme against him. In a series of miscalculations, she helped release both King Hssss and Hordak from their interdimensional prisons. Evil-Lyn uses her crystal ball to foresee the evil future!

ACCESSORIES

VINTAGE VAULT The vintage Evil-Lyn figure was released as part of the original toyline's second wave in 1983 and came equipped with a glow-in-the-dark wand. From the neck down, the figure was a repaint of the previously-released Teela figure. She was the only evil female character released in the entire line.

SAME AS Just as the vintage Evil-Lyn figure was a repaint of the existing Teela figure, MOTUC Evil-Lyn was, from the neck down, a repaint of the MOTUC Teela figure but with added articulation at the bracers. Her only new parts were her head, accessories, and Screeech's perch and armor.

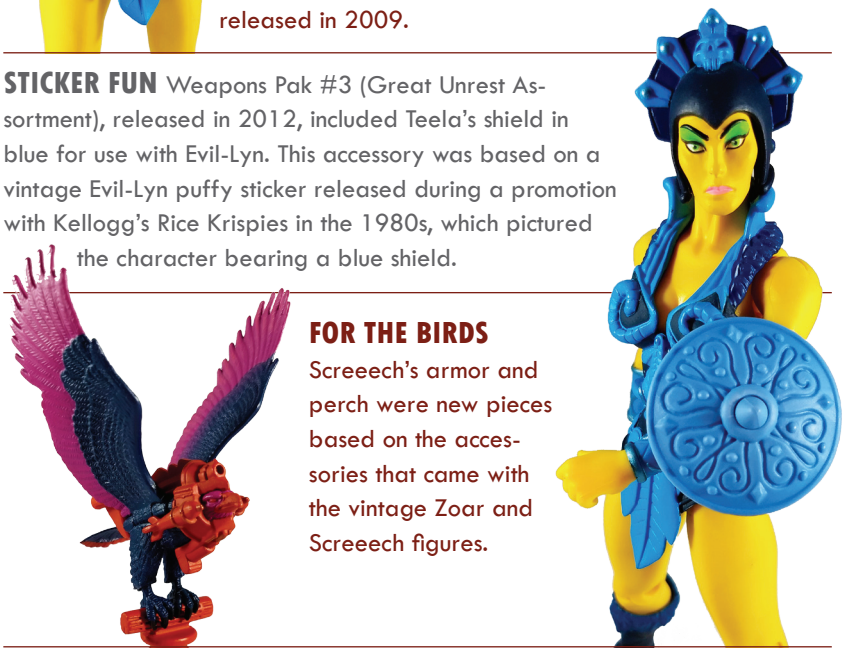
ABRA CADABRA Evil-Lyn's orb came with two interchangeable staffs. The shorter one was based on the accessory included with her vintage figure.Unlike the vintage figure's accessory, this orb did not glow in the dark, but instead was semi-translucent. Evil-Lyn's longer staff was based on her 2002 series redesign, where the figured was depicted with a long staff vs. the the shorter wand she carried in earlier media.

MOTUC #027 • AFFILIATION Evil Warriors • SUBSCRIPTION Club Eternia 2010 • PRICE $20 • ORIGINAL RELEASE MattyCollector.com (April 19, 2010) • RELEASE TYPE Carded Figure

CUTS LIKE A KNIFE The dagger was based on an accessory first included with the 2002 series Evil-Lyn figure but recolored in order to match the MOTUC figure's color scheme..

OF A FEATHER The Screeech figure was a repaint of the Zoar figure that came packaged with Teela, which itself was a repaint of the falcon accessory originally included with the DC Universe Classics Wonder Twins 2-pack released in 2009.

STICKER FUN Weapons Pak #3 (Great Unrest Assortment), released in 2012, included Teela's shield in blue for use with Evil-Lyn. This accessory was based on a vintage Evil-Lyn puffy sticker released during a promotion with Kellogg's Rice Krispies in the 1980s, which pictured the character bearing a blue shield.



FOR THE BIRDS Screeech's armor and perch were new pieces based on the accessories that came with the vintage Zoar and Screeech figures.

GALLERY

TRIVIA

A second Evil-Lyn figure, dubbed Battleground Evil-Lyn, was released in 2011. She sported paler, grayish skin and an overall color scheme that more closely matched her 2002 MYP MOTU cartoon appearance. This figure came with a new cape, alternate unhelmeted head, and a spell-casting left hand. She also came with a silver version of the dagger, her long staff in black, and two orbs — one black, one glow-in-the-dark.

A Club Grayskill version of Evil-Lyn, based on her appearance in the Filmation MOTU cartoon, was released in late 2016.

The official bio for Screeech can be found on page 585.

Weapons Pak #2 (Great Wars Assortment), released later in 2010, included Screeech's perch and armor in green plastic for use with Zoar, as well as all of Evil-Lyn's accessories in purple and green plastic.

Featured on Evil-Lyn's cardback were Scareglow, Skeletor, Beast Man, Mer-Man and Trap Jaw.

WUN-DAR
The Savage He-Man

REAL NAME Wun-Dar **BIO** One hundred years before Prince Adam was born, Wun-Dar, a warrior from deep in the savage underground city of Tundaria, rescued a young woman who turned out to be The Goddess of Eternia. She provided him with cosmic battle armor and a sophisticated ray gun that could tap into almost unlimited power. The Goddess tasked Wun-Dar to protect both halves of the Sword of Power and keep them apart lest they fall into the hands of evil. Like many warriors before him, Wun-Dar became known as "the He-Man," battling in a savage way to keep evil from obtaining the key to the great power hidden inside the long forgotten Castle Grayskull.

STRANGE BEGINNINGS The original Wun-Dar figure's origins are clouded in mystery. In the 1990s, a vintage He-Man figure sporting a black belt, black boots, and brown hair surfaced among collectors. It was originally believed that he was offered as a mail-in figure from Wonder Bread, though neither Wonder Bread nor Mattel could confirm this. Some collectors claimed to have received the figure with black Zodac armor, or magenta Castle Grayskull weapons. While the figure's origins have still not been 100% verified, Mattel decided to pay it homage by naming the character Wun-Dar and releasing him in MOTUC.

ALTERNATE VIEWS Head to toe, Wun-Dar was a 100% repaint of the original He-Man figure.

ACCESSORIES

BREADWINNER Wun-Dar's bread accessory was a nod to his rumored beginnings as a Wonder Bread mail-in exclusive. A tiny version of the Wonder Bread logo could also be found on the back of his armor.

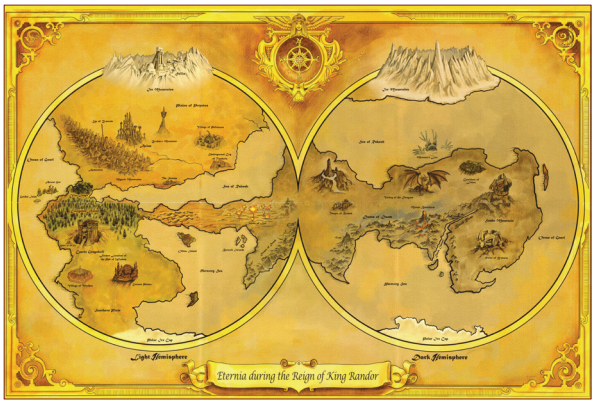
MOTUC #028 • AFFILIATION Preternian Heroic Warriors **• SUBSCRIPTION** Club Eternia 2010 **• PRICE** $20 **• ORIGINAL RELEASE** MattyCollector.com (April 19, 2010) **• RELEASE TYPE** Carded Subscription Figure

WELL ARMED Wun-Dar came with a black version of the Power Sword. This was the seventh time the Power Sword was issued in MOTUC. He also came with a black version of the half Power Sword, allowing collectors to re-create the original (pre-Filmation MOTU cartoon) storyline of uniting the two halves of the Power Sword in order to gain entry into Castle Grayskull.

GUNS OUT Wun-Dar was not only wearing a black version of Zodac's armor, but was also armed with a black version of Zodac's gun.

ETERNIA

Ancient Planet of Mystery and Power



Gifted with the Wisdom of Ages, the Elders of Grayskull secretly knew that the twin warriors of the Great Prophecy would one day be born on their planet. Therefore, they made a secret bargain with Trolla. In return for keeping the Power Sword of He on Eternia, one member of the Elders was to join the Cosmic Enforcers, beings tasked with maintaining neutrality throughout the Universe. The sword was then split in two and hidden, awaiting a time when worthy heirs would reclaim it, channeling its power and their wisdom to transform into heroic Masters of the Universe, fulfilling the prophecy to defeat the Horde Empire and restore peace to the Universe.

GALLERY

TRIVIA

As the 2010 club exclusive figure, Wun-Dar was only made available to collectors who purchased the 2010 Club Eternia subscription. It was never made available for retail purchase.

"Eternia During the Reign of King Randor" was the first of seven posters released in Masters of the Universe Classics and was included with Wun-Dar. The poster was illustrated by Rudy Obrero, who created the artwork for the vintage Castle Grayskull packaging. For a closer look at the poster, see page 707.

While the vintage weapons pak featured Zodac's armor and gun in black (just like Wun-Dar did), Mattel opted to include pink versions of these two accessories for the MOTUC Weapons Pak #1 (Ultimate Battleground Assortment) in order to keep from releasing redundant accessories.

Featured on Wun-Dar's cardback were Skeletor, the Goddess, Mer-Man, King Grayskull, and Scareglow.

WEAPONS PAK
Ultimate Battleground Assortment

BIO *At the Towers Three / The banner of Grayskull held / Even as dark magic / From vile wizards swelled / The Stranger in the cloak / Turned the tide of war / With a mighty blow / That was never seen before / Good, it did prevail / King Grayskull standing proud! / But He-Ro, he did fall / Beneath death's blackened shroud / Then Eldor spoke the words / The ground, it broke and churned / He sank the Towers Three / Until the kings returned.* — Excerpt from the Preternia Ballads of Songster • Prince Adam sat under his favorite tree and looked at the massive book. Beside him, Cringer snored while Orko practiced spells nearby. Adam sighed wearily, for Man-At-Arms had tasked him with studying Ancient Weapons of Eternia. "Alright...Ultimate Battleground (A) - The environment which surrounded the Tree Towers of Preternia. (B) - Epic battle which took place at the aforementioned site, triggered when the Truce of the Towers was broken. Weaponry included swords, blasters, and axes. Some, discolored by wild magic..." Adam yawned and rested his head on Cringer, which had the desired soporific effect. "I'll read it later," said Adam before he drifed off to blissful sleep.

VINTAGE VAULT In the vintage Masters of the Universe line, Mattel released a Weapons Pak which consisted of fourteen "arms and armor for your Masters of the Universe figures." All of the included pieces had been previously released with figures, but most were molded in new colors for the Weapons Pak. Mattel decided to pay homage to the vintage Weapons Pak by releasing Weapons Pak: Ultimate Battleground Assortment in MOTUC.

PINK GUN & ARMOR > These two pieces, originally released in red with Zodac, were included here in pink. In the vintage Weapons Pak, the gun and armor pieces were black, but since Wun-Dar already came with a black Zodac gun and armor, Mattel chose to use a different color here.

PINK STAFF > Originally released in red with Zodak, the pink staff was a new weapon in MOTUC, and was therefore not included in the vintage Weapons Pak.

< YELLOW ARMOR Beast Man's chest and shoulder armor, in yellow, were a direct update of the same pieces included in the vintage Weapons Pak.

< GRAY HALBERD Scareglow's halberd was included here in gray. The vintage Weapons Pak did not have this accessory, but it did appear in gray plastic among the weapons included with the vintage Castle Grayskull playset.

MOTUC #029 • AFFILIATION N/A • SUBSCRIPTION N/A • PRICE $12
• ORIGINAL RELEASE MattyCollector.com (April 19, 2010) • RELEASE TYPE Carded Accessories

< SILVER MACE Originally released in brown with Moss Man, a silver mace was also included in the vintage Weapons Pak, although there the weapon did not have a wood grain texture or the wrap-around vine detail, as it was simply a generic Castle Grayskull weapon and not specific to Moss Man.

RED WHIP > The vintage Weapons Pak included Beast Man's black whip. For the MOTUC Weapons Pak, Mattel opted to release the whip in red as an homage to Blade's laser whip from the live action 1987 movie.

< BLUE SWORD, AXE & SHIELD Blue versions of He-Man's sword and axe were included in the vintage Weapons Pak; here, Mattel decided to throw in the shield as well.

SILVER CROSSBOW > While the vintage Hordak figure came with a white Horde crossbow, the MOTUC Hordak came with a dark gray one. A light silver one was included here to more closely match the vintage figure's weapon.

< GOLD SWORD Tri-Klops' sword, originally released in green, was included here in gold and silver to match the way it looked in the vintage figure's cross-sell art.

GRAY GUN > Originally released in orange with Webstor, the gray gun was also included in the vintage Weapons Pak.

< POWER SWORD He-Man's 2002 Power Sword, originally released with Man-At-Arms in two-tone silver, was given a more cartoon-accurate gray and green color scheme for the Weapons Pak.

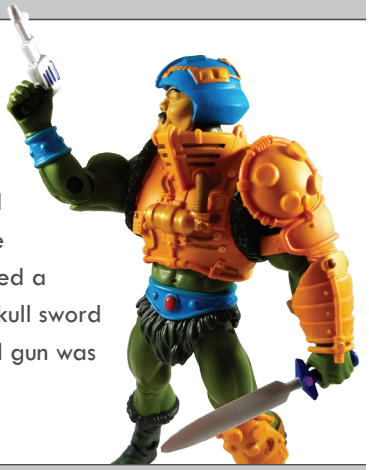
RED JETPACK > The vintage Stratos figure came with either a blue or a red jetpack, with red being less common. Its inclusion here was an homage to the rare vintage red jetpack. This piece was not included in the vintage Weapons Pak.

TRIVIA

As much as possible, Mattel attempted to include the same accessories in the MOTUC Weapons Pak as they did in the vintage one, with a few exceptions and additions. For example, the Castle Grayskull axe and Man-E-Faces' gun, which were included in the vintage Weapons Pak, did not receive updates in the MOTUC Weapons Pak simply because they had not yet been made in MOTUC.

An official bio for this Weapons Pak (dubbed "Ultimate Battleground Weapons Pak — Epic Battle of Preternia") was revealed on He-Man.org on November 2, 2020.

SWORD & GUN



These two Man-At-Arms weapons were given new blue accents (instead of gold). The vintage Weapons Pak included a similar Castle Grayskull sword in gray, but the small gun was new for MOTUC.

Featured on the Weapons Pak cardback were King Grayskull, Skeletor, the Goddess, Moss Man, Hordak, Webstor, Zodac, Tri-Klops, He-Ro and Faker.

OPTIKK

Space Mutant Spy for Skeletor

ACCESSORIES

REAL NAME Pronounced through a series of blinks **BIO** A Space Mutant from the foggy polar region of the planet Denebria, Optikk's eye is specially adapted to see through the dense Denebrian fog of his homeworld, making him an ideal spy. He carries a Photon Neutralizer which has made him one of the most feared of the Space Mutants in the Tri Star System. Optikk allied himself with Skeletor shortly after the Lord of Destruction defeated Hordak and turned his ambition to the Horde Empire, forming a coalition of mutants and outcasts to conquer the universe. Optikk serves Skeletor by keeping an eye on He-Man and all the Galactic Protectors of the planet Primus.

VINTAGE VAULT The vintage Optikk figure was released as part of the "He-Man" toyline's second wave in 1990. A flywheel on the figure's back would make his enormous eye look from left to right. The figure came armed with a "photon neutralizer."

NEW ADVENTURES With the release of Optikk, Masters of the Universe Classics made its first dip into the *New Adventures of He-Man* pool. *The New Adventures of He-Man* was a cartoon that debuted in 1990 and was a loose continuation of the original *He-Man and the Masters of the Universe* cartoon series, which had ceased production in 1985. The cartoon and subsequent line of toys (simply dubbed "He-Man" on the packaging) introduced several new characters to the mythos, including Optikk.

ALTERNATE VIEWS Optikk utilized the standard male upper torso. All other parts, with the exception of his non-removable ab wiring, head(s) and armor, originated with Trap Jaw/ Kronis.

MOTUC #030 • AFFILIATION Space Mutants • SUBSCRIPTION Club Eternia 2010 • PRICE $20 • ORIGINAL RELEASE MattyCollector.com (May 17, 2010) • RELEASE TYPE Carded Figure

THE EYES HAVE IT In the vintage "He-Man" line, the Optikk figure had a green eye, while his cardback depicted him with an orange eye. For MOTUC, Optikk was given two different eye "heads" in order to represent both color options. An official bio for this alternate head ("Evil Warrior Optikk") can be found on page 615.

GUNS OUT The MOTUC version of Optikk came with a modern update of his "photon neutralizer" gun.

SHIELD ME Optikk's shield was a newly-designed piece; the vintage figure did not come with one.

BONUS Weapons Pak #2 (Great Wars Assortment), released later in 2010, featured Optikk's gun and shield in black and purple. Many collectors thought these accessories worked well with Kronis (Trap Jaw).

GALLERY

TRIVIA

Even though the "He-Man" line of toys had a different style and scale than the original Masters of the Universe toyline, for MOTUC these character designs were adapted to allow them to fit seamlessly with the other MOTUC figures.

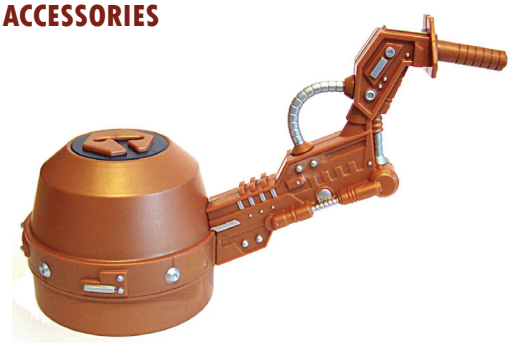
The MOTUC Optikk did not have the eye rotating action feature of the vintage figure, but the back of his armor did have a (non-functioning) flywheel that paid homage to the vintage action feature.

Optikk was the first figure in MOTUC to come with a sticker on his card bubble indicating the faction that he was a part of ("Space Mutants"). This was a newly-designed logo for MOTUC. Faction stickers soon became a regular feature in the line, and Mattel eventually released sticker sheets for use on figure bubbles that lacked stickers.

Featured on Optikk's cardback were Battle Armor He-Man, Teela, Skeletor, Faker and Zodac.

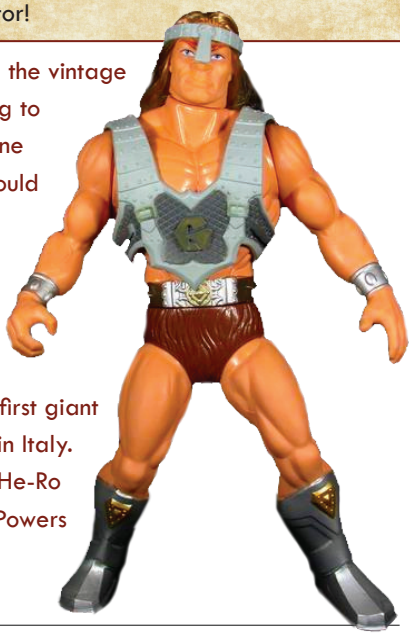
TYTUS
Heroic Giant Warlord

ACCESSORIES



REAL NAME Tytus **BIO** Tytus the giant fought for peace alongside King Grayskull and He-Ro in the Great Wars. Originally from the mountains of Perpetua, he was forced to leave his home after his herd of dinosaurs began developing strange techno parts. He traveled across Eternia to seek help from Grayskull's village. There he joined the King in battle against the Snake Men and Horde. He helped construct one of the Three Towers during a temporary truce with his enemies. After He-Ro's death, he used his great strength to build King Grayskull a mighty fortress, incorporating the symbol of the Cosmic Warriors into the entrance as a tribute to his fallen comrade. In the end, Tytus fell during the First Ultimate Battleground, heroically sacrificing his life to stop the rampaging giant Megator!

VINTAGE VAULT In 1987, with sales of the vintage Masters of the Universe toyline beginning to dwindle, Mattel made plans for a new line called the Powers of Grayskull, which would feature toys based on a storyline taking place in Eternia's past. While the line as a whole was cancelled before Powers of Grayskull could be fully released, two PoG figures — Tytus and Megator, who both also happened to be MOTU's first giant figures — were given a limited release in Italy. Fast forward to 2010, and Tytus joined He-Ro (and, later, Eldor and Megator) among Powers of Grayskull characters finally given a proper release in MOTUC.



ALTERNATE VIEWS

MOTUC #031 • AFFILIATION Preternian Heroic Warriors **• SUBSCRIPTION** N/A **• PRICE** $40
• ORIGINAL RELEASE MattyCollector.com (May 17, 2010) **• RELEASE TYPE** Oversized Figure

SIZE MATTERS The vintage Tytus figure was 15" tall, making it three inches taller than the MOTUC Tytus, even though the MOTUC line was a larger scale than the vintage Masters of the Universe figures. The MOTUC version of Tytus was scaled down in order to keep its retail price down.

WELL ARMED Tytus' weapon was a faithful update of his vintage weapon and shipped in two pieces.

CATCH AND RELEASE The function of Tytus' weapon was to grab enemies by the head and pick them up. The figure's joints, however, were not strong enough to hold up both the weapon and another figure.

GALLERY

TRIVIA

Future giant figures Megator and Procrustus would re-use many of Tytus' parts.

In spite of his size, Tytus featured significantly fewer points of articulation compared to most MOTUC figures. He lacked the ab crunch, bicep swivels, hinged hips, ball jointed shoulders, and ankle articulation that most MOTUC figures had. His articulation included swivels at the neck, shoulders, wrists, waist, and hips, and hinges at the elbows and knees: a total of only 12 points.

The vintage Tytus had rooted hair, but the MOTUC version had molded plastic hair.

While Tytus' bio stated that he died during the First Ultimate Battleground, future MOTUC mini-comics would contradict this statement.

As the line's first giant figure, Tytus was given all-new window box packaging which would be re-used for future giant figures.

Featured on Tytus' cardback were King Grayskull, Moss Man, the Goddess, Skeletor, Hordak and He-Ro.

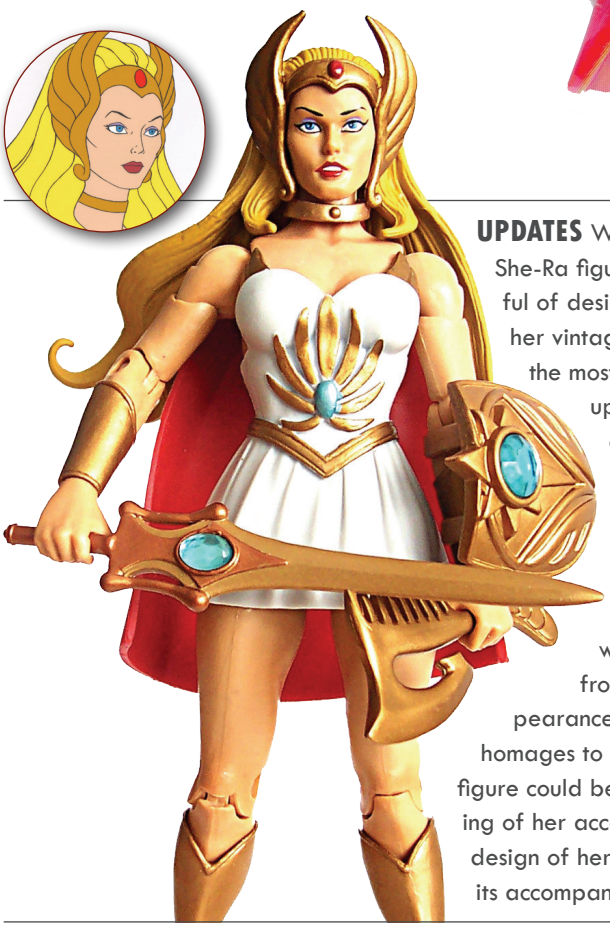
SHE-RA

Most Powerful Woman in the Universe

ACCESSORIES

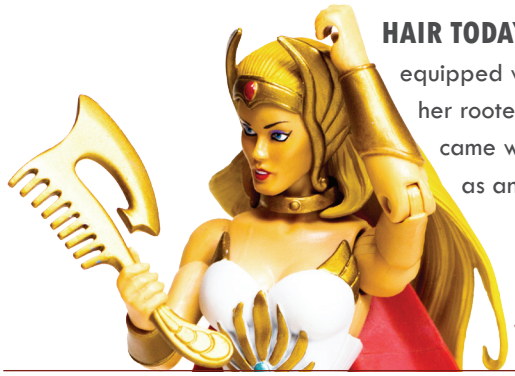
REAL NAME Adora of the House of Randor **BIO** Channeling the combined Power of the Universe and the Wisdom of the Elders of Eternia, Adora transforms into She-Ra, the most powerful woman in the Universe. Her strength comes not from brute force but from sheer will and her cunning magical powers and healing abilities. She also has the power to communicate telepathically with animals. As both She-Ra and Adora, she helped lead the Great Rebellion of Etheria against the Horde invaders. Later, when Hordak found an escape to Eternia, she pursued him with the help of several of her friends and allies. Once there, the Princess of Power joined forces with the now-renegade Masters of the Universe who, without King Randor, had become outcasts in their own land, fighting against Hordak's new tyranny!

VINTAGE VAULT The original She-Ra figure was released as part of the "Princess of Power" toyline's first wave in 1985. She came with a red cape, white skirt with gold belt, gold tiara/mask, sword, shield, and comb, and featured rooted hair.



UPDATES While the MOTUC She-Ra figure shared a handful of design similarities with her vintage predecessor, for the most part the modern update took its design cues from her appearance in the Filmation POP cartoon. In particular, the design of her tiara and dress were taken directly from her animated appearance. The most obvious homages to her vintage action figure could be found in the coloring of her accessories and the design of her alternate head with its accompanying tiara/mask.

MOTUC #032 • AFFILIATION The Great Rebellion **• SUBSCRIPTION** Club Eternia 2010 **• PRICE** $40 **• ORIGINAL RELEASE** MattyCollector.com (June 15, 2010) **• RELEASE TYPE** Carded Figure



HAIR TODAY The vintage She-Ra came equipped with a pink comb for styling her rooted hair. The MOTUC version came with a comb that also doubled as an axe.

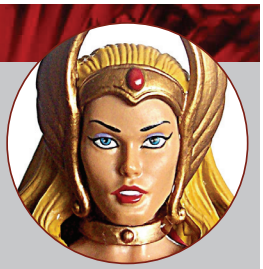
FOR THE HONOR She-Ra's sword was simply a gold version of the silver sword previously released with Adora. While its overall design more closely resembled its Filmation POP cartoon appearance, its gold color scheme was based on the vintage toy sword.

SHIELD ME She-Ra also came armed with a gold shield with an embedded blue "gem." The design of this accessory was based on the shield that came with the vintage figure.

HEADS WILL ROLL The concept of a masked/unmasked She-Ra was used in the Princess of Power mini-comics, but not in the Filmation POP cartoon. Just like the vintage figure, the MOTUC figure came with a tiara that doubled as a mask when flipped over, as well as an alternate head to accommodate the accessory. Instead of clipping around her head like the vintage toy, the MOTUC She-Ra had a hole in her forehead to accommodate a peg in the mask.

BONUS! This "SDCC Silver She-Ra" was not considered an official part of the MOTUC line. Created for San Diego Comic Con in 2010, the piece was a trophy mounted a base and was limited to three statuettes that could be won in a raffle held in honor of the 25th anniversary of She-Ra. The sign displayed with the statuettes at SDCC identified them as "custom" pieces.

TRIVIA



The following copy was written for She-Ra's sales page on MattyCollector.com: "Finally, the Princess of Power fulfills her long-awaited destiny… here at MattyCollector.com! Although she was once the long-lost sister of Prince Adam, Adora received the ultimate makeover to become the mighty She-Ra. Fully-articulated and designed with impeccable detail by the Four Horsemen, the Most Powerful Woman in the Universe is ready to rule your collection with the help of these accessories: Sword of Protection, shield, battle axe, removable cape, modern-style head, and vintage-style head with removable mask to display in two different positions."

In 2011, Mattel created a 2-pack, exclusive to Toys R Us, that featured She-Ra alongside the DC Universe Classics figure Supergirl. This version of She-Ra was nearly identical to her single-carded MOTUC release, but did not include her comb or alternate (vintage-style) head.

Featured on She-Ra's cardback were He-Man, Man-At-Arms, Adora, Hordak, and King Randor.

KELDOR
Apprentice of Hordak

ACCESSORIES

REAL NAME Keldor of the House of Miro **BIO** Banished from the royal palace, in part due to distrust for the rare blue-skinned Gar race, Prince Keldor became an outcast. He travelled Eternia seeking knowledge and guidance, eventually discovering the ancient Spirit of Hordak. From him, Keldor learned of the dark arts and came to realize that to truly unite Eternia, he would need to take command of the planet himself. He gathered an army of fellow outcasts and led them into battle against his brother, Captain Randor. Eventually defeated and near death, Keldor once again turned to Hordak who, in exchange for his own freedom, agreed to save Keldor's life by merging him with Demo-Man, twisting Keldor into Skeletor — Lord of Destruction!

ORIGINS Keldor was first mentioned in the 1987 mini-comic "The Search for Keldor," but was not physically portrayed until the first episode of the 2002 MYP MOTU cartoon. This episode depicted how Keldor first became disfigured; future episodes further explained his transformation from handsome Gar to freakish Skeletor.

ALTERNATE VIEWS

Keldor utilized the standard male torso, shoulders, biceps, hands, and upper legs, along with He-Man's right bracer, Tri-Klops' left bracer, and Skeletor's boot tops. Keldor's feet and head were newly sculpted.

MOTUC #033 • AFFILIATION Evil Warriors • SUBSCRIPTION N/A • PRICE $40
• ORIGINAL RELEASE MattyCollector.com (June 15, 2010) • RELEASE TYPE Carded Quarterly Figure

WELL ARMED In the 2002 MYP MOTU cartoon, Keldor was depicted carrying a newly-designed twin-bladed sword. For the figure, however, he was simply given the two halves of the Power Sword, both halves molded in purple.

EN GUARDE In 2012, Mattel produced a twin-bladed sword, like the one from the 2002 MYP MOTU cartoon, for Keldor. The sword was designed to split in two, but due to a manufacturing error, the first batch of swords were produced glued together. Mattel gave the glued-together swords away to attendees of Power-Con in September of 2012. The corrected version of Keldor's sword, which could be split in two, was included in Weapons Pak #3 (Great Unrest Assortment) in October of 2012.

FEEL THE BURN The acid vial accessory was based on the first episode of the 2002 MYP MOTU cartoon series, where an attempt to use it against Captain Randor backfired against Keldor. A bio for this accessory, dubbed "The Vial of Venom," can be found on page 603.

GALLERY

TRIVIA

While Keldor came with a re-release of Skeletor's armor, for Keldor the armor was a deeper purple and featured silver detailing on the rivets and crossbones.

Keldor's head and cape were released again with the Ultimate Skeletor figure in 2017.

While there was no Keldor figure in the vintage MOTU line, Mattel did create a Keldor figure for the 2002 MOTU toyline, releasing it as an exclusive at San Diego Comic-Con in 2003. The figure came with three heads: Skeletor, Keldor, and one depicting the character mid-transformation from Keldor to Skeletor.

The official bio for the Dual-Bladed sword of Keldor can be found on page 585.

Keldor's cape and armor were two unconnected pieces and could therefore be worn separately.

Featured on Keldor's cardback were He-Man, Skeletor, Hordak, Beast Man, and Evil-Lyn.

COUNT MARZO

Evil Master of Magic

REAL NAME Marzo Kalif **BIO** A fifth degree wizard raised by evil mystics in the Dunes of Doom, Marzo spent most of his early life learning of the many advantages of magic over technology. Seeing the suffering of warriors in the Dark Hemisphere, Marzo become convinced that Eternia would be better off with him as its leader. He staged a series of strategic uprisings across the planet and challenged King Miro for his crown. Unable to defeat the King's army, Marzo used his magical amulet to banish Miro to another dimension. In their father's absence, Miro's royal sons heroically joined together and defeated the wizard, trapping him in the form of a powerless old man.

ACCESSORIES

CARTOON CORNER

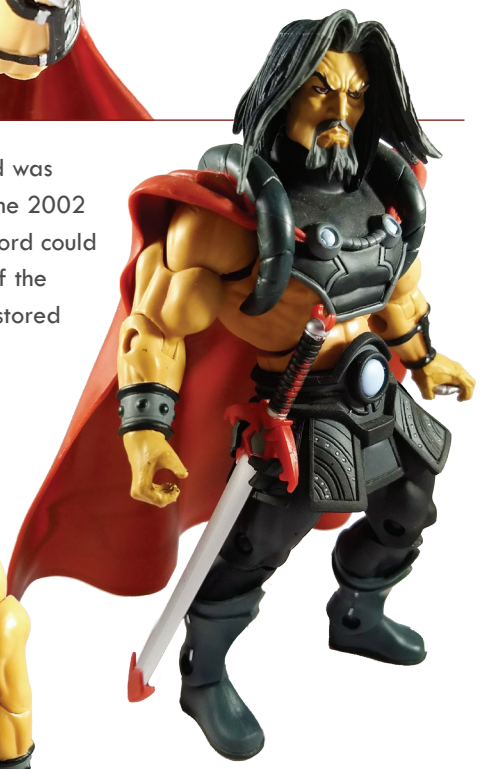
Count Marzo first appeared in a 1983 episode of the Filmation MOTU cartoon. He went on to appear in two additional episodes. For the 2002 MYP MOTU cartoon, the character was given a new design and appeared in four episodes total. This figure was based on the character's 2002 design.

ALTERNATE VIEWS

Count Marzo utilized the standard male torso, shoulders, biceps, right hand, and upper legs, He-Man's bracers, Skeletor's boot tops, and Keldor's feet. All of his other parts were newly sculpted.

MOTUC #034 • AFFILIATION Council of Evil **• SUBSCRIPTION** Club Eternia 2010 **• PRICE** $20
• ORIGINAL RELEASE MattyCollector.com (July 15, 2010) **• RELEASE TYPE** Carded Figure

HOCUS POCUS Count Marzo's amulet was made from translucent red plastic with a painted silver frame. The official bio for this amulet — dubbed the "Amulet of Avarice" — can be found on page 594.



EN GUARDE Count Marzo's sword was based on the weapon he used in the 2002 MYP MOTU cartoon series. The sword could be stored on the right-hand side of the figure's belt. The amulet could be stored there as well.

STORAGE SPACE There was a slot in the back of the figure's belt (hidden by the cape) to hold the Amulet of Avarice.

GALLERY

TRIVIA

The following copy was written for Count Marzo's sales page on MattyCollector.com: "Although his campaign to take over all of Eternia was brutally brilliant, Count Marzo was ultimately proven to be no match for the heroic sons of King Miro! Along with a removable cape, this magnificent figure receives an all-new hand sculpt so the accompanying magic amulet can be held outstretched in battle position, ready to assist the Count in casting his malicious spells. Like all Masters of the Universe Classics figures, Count Marzo was designed by the Four Horsemen and is fully articulated."

The figure's cape and armor, which could be removed, were a single piece.

Marzo was given a new "gripping" left hand in order to properly hold the amulet accessory. This hand would be used again for the Faceless One and Nepthu figures.

Featured on Count Marzo's cardback were Battle Armor He-Man, Hordak, Evil-Lyn, King Randor, Skeletor, and Man-At-Arms.

ORKO
Heroic Court Magician

REAL NAME Orko **BIO** After the rise of the Horde Empire, evil again outweighed the forces of good in the five dimensions. So in every generation a Cosmic Warrior was recruited by the Overlords of Trolla to fight against evil. Each was given the Sword of He, a weapon infused with the Power of the Universe. They were also assigned a Trollan guide to watch over and advise them in their quests. On the planet of Eternia, after five centuries of being split in two, the Trollan Power Sword was at long last joined and bequeathed to an heir worthy of its power — Prince Adam of the royal household. Orko, a member of the Trollan magical elite, was assigned to watch over Adam. Although he was a powerful mage on Trolla, the hidden mystic properties of Eternia turned his magic into little more than entertaining tricks, which he uses to entertain his friends and remain undercover.

CARTOON CORNER

As Orko was one of a small handful of recurring main characters created by the team behind the Filmation MOTU cartoon, it made sense that his MOTUC figure design was based entirely upon his animated look. The character did receive an action figure in the vintage toyline (as part of wave three in 1984), but it failed to capture the overall design and scale of the character's animated appearance.

ACCESSORIES

TWO FOR THE PRICE OF ONE Among Orko's many accessories in the package was a Prince Adam figure (as well as Adam's sword, half sword, and alternate head), slightly hidden in the bottom of the package. While this release was technically a two-pack, only Orko's name was listed on the card, and only Orko was given a bio on the back.

MOTUC #035A • AFFILIATION Heroic Warriors • SUBSCRIPTION N/A • PRICE $25
• ORIGINAL RELEASE San Diego Comic-Con (July 22-25, 2010) • RELEASE TYPE Carded Figure 2-Pack

NOW YOU SEE ME The MOTUC Orko figure was released in two versions in July of 2010. A semi-translucent version, which would turn clear when heated, was released as an exclusive at San Diego Comic-Con. His book accessory also featured a heat-activated SDCC logo on its cover. The regular (non color-change) version of Orko was released after the con on MattyCollector.com.

HEAD GAMES In spite of his smaller size, the Orko figure's head could still be swapped with other figures in the line, allowing for some pretty hilarious, magic-gone-wrong display options.

ABRA CADABRA Orko's wand took its design cues from the ripcord accessory that came with the vintage Orko figure, including the ring at the top and the ridged edge.

NOVEL IDEA Orko's second accessory was his spell book. The official bio for this book ("Spell Book of Orko") can be found on page 602.

GALLERY

TRIVIA

Orko's flight stand, which was removable, was first used with the Doomseeker accessory that came packaged with Tri-Klops.

Despite being one of the smallest figures in the line, Orko came in oversized packaging in order to accommodate the Prince Adam figure.

In spite of its diminutive size, the figure featured lots of articulation (ball-jointed neck, ball-jointed shoulders, ball and hinge elbows, and swivel wrists), as well as a removable head.

Unlike the vintage figure, Orko's hat was not removable. His head and scarf were two separate pieces.

The official bio for "Vanishing Orko" can be found on page 586.

When the Man-E-Faces figure was released in 2011, he came packaged with an alternate head that featured three faces: He-Man, Skeletor, and Orko.

Featured on Orko's cardback were He-Ro, Goddess, Zodac, Battle Armor He-Man and Man-At-Arms.

PRINCE ADAM

Heroic "Secret Identity" of He-Man

ACCESSORIES

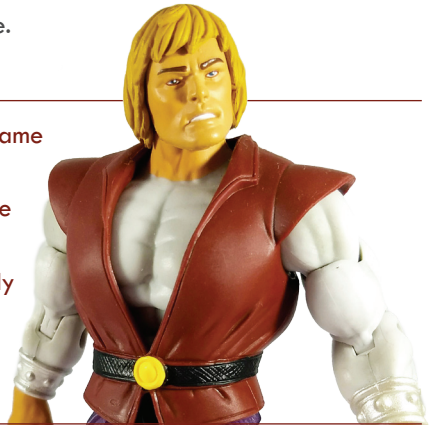
BIO Son of Randor and Queen Marlena, and brother of Adora, Prince Adam calls upon the Power of Grayskull to become the mighty He-Man. Raised alongside Teela and taught by his mentor Man-At-Arms, Adam was a kind, good-humored young man who did not care for warfare. He preferred naps in the Evergreen Forest with his friends Cringer and Orko, or revelry in Eternos where he was well-liked by the citizenry. Despite his carefre personality, Adam was selfless and incredibly brave. He downplayed his heroic spirit, but his courageous heart shone through on several occasions, particularly when he saved his father's life in a miraculous feat of will and strength. As a witness to this occurrence, Teela realized there was more to Adam than met the eye, making his seeming irresponsibility all the more frustrating. When Prince Adam matured, his physical appearance began to match that of his alter ego. Noting this, the Sorceress called upon the magic of Castle Grayskull to obfuscate He-Man's face. To those who did not know his secret, He-Man's features appeared much more rugged than those of the prince.

VINTAGE VAULT The vintage Prince Adam figure was released as part of the vintage toyline's third wave in 1984. The figure came equipped with a magenta version of the half Power Sword and came dressed in a removable fabric vest with a separate elastic black belt. The figure's design was based on Prince Adam's appearance in the Filmation MOTU cartoon series.

CARTOON CORNER The MOTUC Prince Adam figure took most of its design cues from the vintage figure, with an overall darker color scheme (note that the vest was more maroon than pink) when compared to the character's animated version, and a magenta Power Sword instead of gray. Prince Adam also came with a newly-sculpted smiling head, reflecting the character's more laid-back personality.

MOTUC #035B • AFFILIATION Heroic Warriors • SUBSCRIPTION N/A • PRICE $25
• ORIGINAL RELEASE San Diego Comic-Con (July 22-25, 2010) • RELEASE TYPE Carded Figure 2-Pack

WELL ARMED Prince Adam came with a magenta version of the Power Sword. This was the ninth time the full Power Sword was issued in MOTUC. He came with a magenta version of the half Power Sword as well. It was originally intended for Adam's vest to have a flap on the back to store his sword, but this was accidentally omitted from the production figure.



A HEAD OF THE REST Prince Adam came packaged with a re-release of the original He-Man figure's head for those collectors who wished to display the figure with a more serious, battle-ready expression.

HEADS WILL ROLL Fans who wished to more accurately recreate the look of the vintage Prince Adam figure could give him the alternate He-Man head that came with the Oo-Larr figure in 2015.

SAME AS Prince Adam of course got most of his parts from the original He-Man figure, with the exception of his left forearm, which was from Tri-Klops. Only his vest and smiling head sculpt were entirely new.

GALLERY

TRIVIA

Prince Adam came as an "accessory" to the Orko figure, which was released in two versions (a regular version and a color-change version) in July of 2010. Prince Adam and his accessories were mostly hidden at the bottom of the Orko packaging. To date, this version of Prince Adam has not been given a proper single release of his own, nor was he ever given an official bio.

Since Prince Adam was not given his own packaging or bio, his tagline "Heroic 'Secret Identity' of He-Man" did not officially appear in MOTUC until the figure was featured on the back of Queen Marlena's packaging.

The official bio for Prince Adam ("Heroic Defender of the Secrets of Castle Grayskull") was revealed on He-Man.org on April 13, 2020. Adam saving his father's life comes from issue 19 ("Stuck in a Moment") of the 2012-era DC MOTU comics. The Power of Grayskull being used to obfuscate the similar appearance between Adam and He-Man comes from an unused idea for the MOTU Newspaper Comic Strips.

MO-LARR
Eternian Dentist

REAL NAME Dr. Moe Larrstein **BIO** When an impacted wisdom tooth or an infected molar threatens the oral health of anyone in the Dark or Light Hemispheres, Mo-Larr, Eternian Dentist, is called! Relentlessly dedicated to his craft, Mo-Larr has been known to travel to the gates of Snake Mountain itself to insist his clients keep their appointments! Whether hero or villain, it's all the same to Mo-Larr — the sworn enemy of all Eternian cavities!

SKETCHY STORY Mo-Larr was created by the writers of the comedy show *Robot Chicken*, making his debut in season two in a segment simply titled "Mo-Larr." In the episode, Mo-Larr chased down Skeletor and relieved him of an impacted wisdom tooth, sans numbing agent. His name was a pun on "molar," one of five (molar, pre-molar, canine, lateral incisor, and central incisor) different types of teeth. Mattel paid homage to the segment by releasing an exclusive 2-pack of Mo-Larr and Skeletor at San Diego Comic-Con in 2010.

ACCESSORIES

READ ALL ABOUT IT! On the floor of the Mo-Larr/Skeletor packaging was what appeared to be a magazine titled X-PLORAR, with the Sorceress on the cover. Headlines included: • Not Armored Babes! Fashion and Trends • Leotards and Vests: Always in Style! • By the Power of Grayskull! The Sorceress Sores Our Wrists! • +PLUS Choosing the Giant Cat That's Right for You!

MOTUC #036 • AFFILIATION Evil Warriors • SUBSCRIPTION N/A • PRICE $40 • ORIGINAL RELEASE San Diego Comic-Con (July 22-25, 2010) • RELEASE TYPE Boxed Figure 2-Pack

Skeletor came armed with his Havok Staff, Power Sword (making its 10th appearance in the line), and half Power Sword.

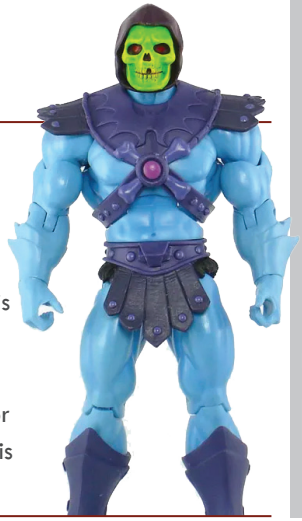
TRIVIA

Mo-Larr's lab coat was not removable.

Mo-Larr actually made one official appearance within MOTU canon. He can be seen among Skeletor's ranks on the battlefield in the mini-comic "The Fall of Eternia: Part 3," which was packaged in the Laser Power He-Man / Laser Light Skeletor 2-pack.

YOU KNOW THE DRILL Mo-Larr came with five assorted dental tools, including a drill, mirror, pick, pliers and floss. He used all except the mirror and pick during his appearance on *Robot Chicken* episode.

COLLECT THEM ALL! The back of the Mo-Larr/Skeletor packaging featured regular cross-sell art for He-Man, Teela, and Man-At-Arms, as well as images of Beast Man tied up with dental floss and Grizzlor with a dental drill in his eye. These latter two pictures were references to the *Robot Chicken* skit.



SKELETOR

Lord of Destruction

Although lacking any skin, Skeletor's bony exterior has left him open to oral decay and poor dental hygiene. When his wails of pain become too much, his servants Grizzlor and Beast Man have been known to call upon the only expert in Eternia who can help — Mo-Larr, Eternian Dentist! Quick to forget, Skeletor often loses track of his appointments, distracted by his massage chair and Eternian periodical collection.

NOTHING BUT THE TOOTH Skeletor featured a new head sculpt with a missing front tooth.

WHIPLASH
Evil Tail-Thrashing Warrior

REAL NAME Torrant Krazut **BIO** Following his father's untimely death, Torrant bitterly grew up under the rule of his older brother Ceratus. After years of brooding in Sub-Ternia, he struck a deal with a surface dweller named Keldor and helped lead his forces in a raid against Randor's army during the Great Unrest. Keldor's plan failed, and Torrant was banished from Sub-Ternia for betraying his people. He was taken in by his former employer and quickly rose up through the ranks, staying with Keldor even after his transformation into Skeletor, serving as his chief brute squad enforcer. His thick hide and stubborn intellect have made him more than a match for the Masters of the Universe, often leaving only He-Man to defeat him. Whiplash uses his thrashing tail for doom and destruction.

VINTAGE VAULT The vintage Whiplash figure was released as part of the original toyline's third wave in 1984. Equipped with an orange spear, twisting the figure's waist would cause the rubber tail to "thrash" from side to side.

UPDATE The MOTUC Whiplash was a very faithful update of its vintage predecessor. While the figure utilized the standard male biceps and furry loincloth along with Skeletor's hands, all other pieces were newly sculpted. No longer rubber like its vintage predecessor's, his tail featured one point of articulation.

ACCESSORIES

TO THE POINT Like the vintage Whiplash figure, MOTUC Whiplash came armed with an orange spear.

MOTUC #037 • AFFILIATION Evil Warriors **• SUBSCRIPTION** Club Eternia 2010 **• PRICE** $20 **• ORIGINAL RELEASE** MattyCollector.com (August 16, 2010) **• RELEASE TYPE** Carded Figure

A HEAD OF THE REST Whiplash was released with an alternate head sculpt based on his re-design for the 2002 MYP MOTU cartoon series. The official bio for this head (dubbed "Disguised Whiplash — Traitorous Reptilian Warrior") can be found on page 595.

ARMED & DANGEROUS Whiplash's twin-bladed weapon was based on the accessory that came with his 2002 action figure.

BONUS Weapons Pak #2 (Great Wars Assortment), released later in 2010, featured Whiplash's twin-bladed weapon in gold and black.

GALLERY

TRIVIA

The following copy was written for Whiplash's sales page on MattyCollector.com: "When Old Bone Face needs to lay down the law on his underlings, he calls upon the ultimate enforcer: Whiplash, Evil Tail-thrashing Warrior! Sculpted by the Four Horsemen, Whiplash features an articulated tail that rotates a full 360 degrees so he's ready to deliver his devastating blow anytime, anywhere. And, for ultimate customization, he arrives with weapons and both modern and vintage heads."

Whiplash's tail piece, which was removable, would be used again, in whole or in part, with Draego-Man and Ceratus, and his upper torso would be used again with Buzz-Off.

Weapons Pak #2 (Great Wars Assortment), released later in 2010, featured Whiplash's spear in gold plastic. It would be released again with the Weapons Rack in 2011, this time in silver plastic, and would also be included with Eternos Palace King Randor in 2012 in yellow plastic.

Featured on Whiplash's cardback were Scareglow, Skeletor, Trap Jaw, Evil-Lyn and Webstor.

CHIEF CARNIVUS

Heroic Feline Warrior

REAL NAME Carnivus Fervelius III **BIO** Leader of a race of Eternian cat warriors called Qadians, Carnivus keeps his people safe high in the village of Felis Qadi. For many years the Qadians kept a neutral stance, preferring not to get involved in the affairs of other tribes. But with the rise of Skeletor and the subsequent release of the Snake Men and the Horde from their interdimensional prisons, Carnivus agreed to re-evaluate his core principles and joined the struggle for freedom, allying himself and his people with King Randor's new Eternian Council. Carnivus uses his feline agility and great courage to fight against evil.

ACCESSORIES

CARTOON CORNER

Chief Carnivus was the first fully original character who made its debut in the 2002 MYP MOTU cartoon series to receive its own figure in Masters of the Universe Classics since King Grayskull. The character debuted in the episode "Dragon's Brood" and went on to make three further appearances on the show. The character did not receive an action figure in the 2002 MOTU toyline.

ALTERNATE VIEWS

While Chief Carnivus was given a lot of new parts, including his own unique loin cloth, he did utilize Beast Man's furry torso, shoulders, biceps, forearms, and upper legs, as well as He-Ro's boot tops.

MOTUC #038 • AFFILIATION Eternian Council • SUBSCRIPTION Club Eternia 2010 • PRICE $20 • ORIGINAL RELEASE MattyCollector.com (September 15, 2010) • RELEASE TYPE Carded Figure

GOOD OMENS Carnivus' sword design was an intentional homage to the Sword of Omens, the primary weapon of the ThunderCats, a completely separate property that never officially crossed paths with Masters of the Universe until a crossover comic book miniseries released by DC Comics in 2016.

SHIELD ME Carnivus' second accessory was a purple shield featuring a gold cat face design. The shield's cat face was based on the design of the Central Tower of the vintage Eternia playset.

FASHION SENSE Carnivus' armor and cape were two separate pieces, and both were removable.

GALLERY

TRIVIA

The following copy was written for Chief Carnivus' sales page on MattyCollector.com: "Here's a rare opportunity to own a 200x character, re-imagined in masterful MOTUC style by the Four Horsemen. Fully articulated and armed for combat with the Sword of Saz and his ancestral shield, Chief Carnivus creates a formidable trio of warrior leaders when standing side-by-side with Stratos and King Randor."

It would be nearly a year until Mattel released another 200x-original character in MOTUC (The Faceless One).

Weapons Pak #3 (Great Unrest Assortment), released in 2012, featured a re-release of Carnivus' sword and shield in a blue and silver deco.

An official bio for the Sword of Saz can be found on page 593.

Featured on Chief Carnivus' cardback were Battle Armor He-Man, Moss Man, Zodac, King Randor, and Man-At-Arms.

GYGOR
Evil Fighting Gorilla

REAL NAME Gygor **BIO** Shortly after the Great Unrest, Keldor was driven behind the Mystic Wall, and Gygor, Lord of the Vine Jungle, led an army of beast men in a series of raids against the long forgotten Castle Grayskull, believing the many tales of its great and mysterious power. It was only through the combined powers of Oo-Larr the Jungle He-Man and the Goddess that Gygor was defeated and placed in a state of suspended animation. Eventually, Hordak returned to Eternia, and the savage gorilla was freed by Evil-Lyn in her attempt to bolster Skeletor's forces against the new Horde army. Gygor uses his great strength to fight the Heroic Warriors.

ACCESSORIES

PROTOTYPICAL In the early 1980s when Mattel was working on concepts for their in-development Masters of the Universe toyline, several figures from their existing Big Jim toyline were modified for possible inclusion in MOTU. Big Jim's tiger figure was used for Battle Cat and Panthor, and the eagle figure was used for Zoar and Screeech. But there was also a Big Jim gorilla figure, and in one proposal, the gorilla was painted yellow, fitted with Darth Vader-like armor, and presented as a steed for He-Man.

To the left is a custom version of the proposed vintage MOTU gorilla figure. This figure never made it past the prototype stage in the original line, but for MOTUC, Mattel revisited the concept, finally giving Gygor a proper release.

MONKEY BUSINESS Due to the similarity of their sculpts, many collectors theorized that Gygor shared tooling with the DC Universe Classics Gorilla Grodd figure, also produced by Mattel. This turned out not to be the case.

MOTUC #039 • AFFILIATION Evil Warriors • SUBSCRIPTION N/A • PRICE $30
• ORIGINAL RELEASE MattyCollector.com (September 15, 2010) • RELEASE TYPE Oversized Figure

ALTERNATE VIEWS

AXE TO GRIND As was planned with his prototype figure, Gygor came armed with a giant axe and was decked out with armor, cape, and helmet.

FEELIN' FREE All of Gygor's armor pieces were removable, although his arm and leg armor was quite difficult to slide over his hands and feet.

SIZE MATTERS At nearly 10 inches tall, Gygor stood head and shoulders above regular MOTUC figures.

GALLERY

TRIVIA

The following copy was written for Gygor's sales page on MattyCollector.com: "Long-awaited Gygor is a loyal member of Skeletor's army who lives to unleash his sizeable simian skills against those that stand for good. Designed by the Four Horsemen, this fully articulated, large-scale beast (he stands nearly 10" tall!) is based on a prototype figure from the vintage days that was never produced. In his first-ever offering, Gygor arrives with awesome armor and a battle axe."

Classified as a "large" figure, Gygor retailed for $30 upon release and was not included in the 2010 Club Grayskull subscription.

Many of Gygor's parts were re-used for the Shadow Beast figure in 2011.

Gygor's cape and harness were all one piece.

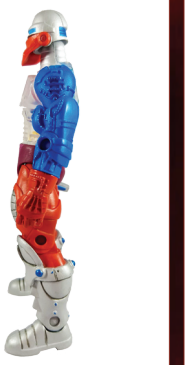
Featured on Gygor's cardback were He-Man, Skeletor, Battle Cat, Hordak, the Goddess, Zodac, Beast Man and Evil-Lyn.

ROBOTO
Heroic Mechanical Warrior

REAL NAME Robot Model 9041 **BIO** Originally built by Man-At-Arms as a chess opponent for Man-E-Faces, the robot companion was nicknamed Roboto and given a heart-shaped emotion chip which altered his speech patterns. Under the influence of his new programming, Roboto came to understand a desire for freedom and upgraded himself for battle so that he could join the Masters of the Universe in their fight against evil. Roboto serves as chief strategist for the Masters and uses his unstoppable robotic strength in heroic combat.

VINTAGE VAULT The vintage Roboto figure was released as part of the original toyline's fourth wave in 1985. The figure came equipped with three arm attachments: gun, claw, and axe.

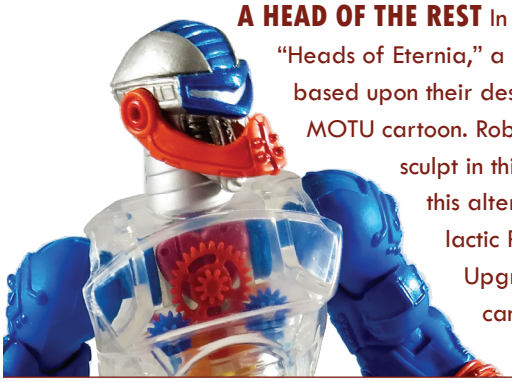
DOMO ARIGATO Roboto was one of very few figures whose action feature was carried over from the vintage figure to the MOTUC figure. If the figure's waist was rotated, the gears in his chest would turn. (His jaw, however, did not open and close when his waist was twisted, unlike the vintage figure.)



ACCESSORIES

WELL ARMED Just like his vintage predecessor, Roboto came equipped with gun, claw, and axe attachments for his right arm.

MOTUC #040 • AFFILIATION Heroic Warriors • SUBSCRIPTION Club Eternia 2010 • PRICE $20 • ORIGINAL RELEASE MattyCollector.com (October 15, 2010) • RELEASE TYPE Carded Figure



A HEAD OF THE REST In 2015, Mattel released "Heads of Eternia," a six-pack of character heads based upon their designs in the 2002 MYP MOTU cartoon. Roboto received a new head sculpt in this pack. The official bio for this alternate look (dubbed "Galactic Protector Roboto - Heroic Upgraded Mechanical Warrior") can be found on page 587.

BONUS ACCESSORIES Trap Jaw's gun, hook and claw attachments were cast in gray plastic and included in Weapons Pak #4 (End of Wars Assortment) in 2010 for use with Roboto.

RED RIGHT HAND Roboto came with a removable red right hand, a body part that the vintage figure lacked.

GALLERY

TRIVIA

The following copy was written for Roboto's sales page on MattyCollector.com: "No need to ask Roboto what he's feeling — it's there for all the world to see in his visible heart-shaped emotion program! Not only do his gears work just like the '80s inspiration toy, Roboto is fully articulated right down to his mouth guard. Our reboot comes with the three original arm attachments (axe, laser, and claw) that can be swapped with an all-new standard hand."

Roboto's "real name" (Robot Model 9041) came from a number on the vintage figure's packaging, which marked him as Mattel toy #9041.

Roboto was accidentally manufactured with reversed shoulders.

Roboto's axe, claw, and gun attachments were later cast in black plastic and included in Weapons Pak #2 (Great Wars Assortment) in 2010 for use with Trap Jaw.

Featured on Roboto's cardback were Battle Armor He-Man, Teela, Orko, Man-At-Arms, and Stratos.

GRIZZLOR

The Ferocious Figure with Fur!

REAL NAME Gur'rull Gu'rrooowarrrk **BIO** Originally a peaceful creature from the planet Jungulia, at the young age of 428 Gur'rull was kidnapped by the Horde Empire, who erased his memories so he would serve loyally in their armies. Renamed "Grizzlor," he travelled with Hordak to Eternia in search of He-Ro. His ferocious attacks were so frightening that even after being banished to Despondos along with his master, Grizzlor's legend lived on, becoming a story told by young Eternian children. Prison Guard for the Horde, Grizzlor is ready to unleash his fierce claws to attack the forces of Eternia!

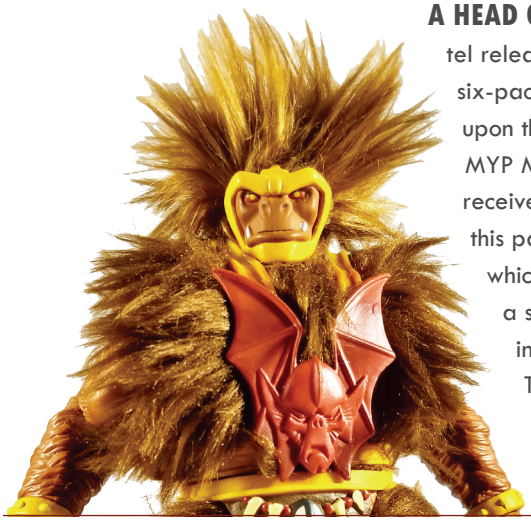
ACCESSORIES

VINTAGE VAULT The vintage Grizzlor figure was released as part of the original toyline's fourth wave in 1985, when the Evil Horde was first introduced. The figure, which came equipped with a green crossbow, was notable for being covered in real brown fur.

HAIR TODAY The MOTUC Grizzlor, like its vintage predecessor, was covered in brown fur. The figure was a faithful update of the original figure, with the only notable design deviation being his yellow bracers. These were likely added as there were no bare, furry arms in the MOTUC parts library at the time of the figure's release.

ALTERNATE VIEWS Grizzlor utilized the standard male torso and furry shorts, Beast Man's shoulders, biceps, and upper legs, Keldor's boots, and Chief Carnivus' forearms and hands.

MOTUC #041 • AFFILIATION The Evil Horde **• SUBSCRIPTION** Club Eternia 2010 **• PRICE** $20 **• ORIGINAL RELEASE** MattyCollector.com (November 15, 2010) **• RELEASE TYPE** Carded Figure



A HEAD OF THE REST In 2015, Mattel released "Heads of Eternia," a six-pack of character heads based upon their designs in the 2002 MYP MOTU cartoon. Grizzlor received a new head sculpt in this pack. This alternate portrait, which was originally planned as a swappable face plate, was inadvertantly revealed in Toyfare magazine to be included with the figure itself.

WELL WARMED Like the original Grizzlor figure, the MOTUC Grizzlor came armed with a green crossbow. Grizzlor's sword, machete, axe and belt were based on his redesign for the 2002 MYP MOTU cartoon and mini-statue, and all of the figure's weapons could be stored on its back.

GALLERY

TRIVIA

The following copy was written for Grizzlor's sales page on MattyCollector.com: "With utter and total mindlessness, this brutal beast has a single mission: to defend his beloved Horde Empire against the good that is Eternia! As an homage to the original, Grizzlor is protected by 'fur' that feels just like the vintage figure, plus a breast plate, classic-style green crossbow, axe, machete, sword, and a removable loin cloth. Underneath the fur exterior is a fully-articulated figure sculpted in fearsome detail by the Four Horsemen."

Removing Grizzlor's fur (which was possible but also permanent, as the fur was not designed to be removed) revealed a smooth upper torso underneath, but also the standard furry loincloth and, surprisingly, a two-toned yellow painted belt.

A bio for Grizzlor's 2002 headsculpt look (dubbed "General Grizzlor - Ferocious General of the Evil Horde") can be found on page 588.

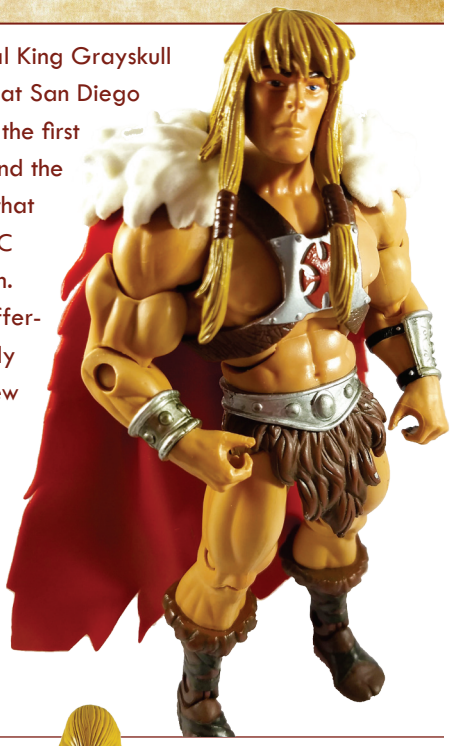
Featured on Grizzlor's cardback were He-Man, Keldor, Hordak, Man-At-Arms, and She-Ra.

KING GRAYSKULL 2.0

Heroic Ancestor of He-Man

REAL NAME D'Vann Grayskull **BIO** Growing up under the oppressive rule of the Snake Men, D'vann was driven to rebel against injustice when his brother was captured and eaten. Others flocked to Grayskull's banner and his legend began to grow. Declared King for his courage, compassion, wisdom and strength, Grayskull became a great leader, ruling along with his council of wise Elders. A destined guardian of the Sword of He, Grayskull magically passed his essence into the blade with his last breath — ensuring that only his heirs would wield it and tap into the great power it harmonized with. After his death, the sword was split in two and its power transmuted into a great orb inside his castle, protected by Grayskull's devoted and loving widow.

NEW AND IMPROVED The original King Grayskull figure was released as an exclusive at San Diego Comic-Con in August 2008. It being the first figure of a new and untested line, and the fact that it was an exclusive, meant that by the end of 2010, a lot of MOTUC fans did not have it in their collection. Mattel decided to remedy this by offering King Grayskull 2.0 as a quarterly figure in November of 2010. The new version of Grayskull featured silver paint in the place of gray, a redder cape with white flocking at the shoulders, browner boots and loin cloth, and a removable head. (The original was released before head-swapping became standard for the line.)



ACCESSORIES

ALTERNATE VIEWS The base body for King Grayskull 2.0 was identical to the original King Grayskull figure. It is worth noting that the cape and armor were separate pieces.

MOTUC #042 • AFFILIATION Preternian Heroic Warriors • SUBSCRIPTION N/A • PRICE $20 • ORIGINAL RELEASE MattyCollector.com (November 15, 2010) • RELEASE TYPE Carded Quarterly Figure

WELL ARMED The original King Grayskull figure came with a regular (gray) Power Sword. This new version of KG came with the Power Sword in gray transitioning to translucent, sparkling blue. This was the 11th release of the Power Sword in MOTUC.

SHIELD ME The only accessory that the original King Grayskull figure and King Grayskull 2.0 had in common was his shield. The original King Grayskull also came with an axe which the 2.0 version lacked.

HAVING A BALL King Grayskull's final accessory was a marble "orb," which was blue and sparkling like his Power Sword. When the Temple of Darkness Sorceress was released in 2012, she came packaged with a stand specifically designed to hold King Grayskull's orb accessory.

TAKE A STAND When Castle Grayskull was released in 2013, it came with a small stand (*right*) to hold King Grayskull's orb, as well as a small chamber to house both the orb and stand.

GALLERY

TRIVIA

The re-release of King Grayskull allowed Mattel to finally give the character an official bio.

The half Power Sword accessories allowed collectors to re-create the classic story line of uniting the two halves of the Power Sword in order to gain entry into Castle Grayskull.

The official bio for the Sword of Grayskull ("Mighty Blade of King Grayskull") can be found on page 589.

The official bio for the Orb of Grayskull ("Magical Repository for the Eldlers of Eternia") can be found on page page 597.

Battle Lion, King Grayskull's steed, was released in May of 2014, with a special slit in his saddle in order to accomodate King Grayskull's longer loincloth.

Featured on King Grayskull's cardback were Hordak, Zodak, the Goddess, He-Ro and Moss Man.

WEAPONS PAK
Great Wars Assortment

BIO While the Great Wars are remembered for the epic struggles between the Free People of Eternia, the Snake Men, the Evil Horde, and the Dragons of Darksmoke, other forces also challenged the heroes of Preternia. One long-forgotten encounter took place in defense of ancient Point Dread. Facing the threat of a mad extradimensional entity called Demo-Man and his army of demon-possessed Mer-Men and Caligars, the lone trio of He-Ro, Eldor, and Sharella defended the mystic outpost against insurmountable odds as Demo-Man's well-armed troops advanced. Not anticipating the might of the heroes, Demo-Man's grotesque screeches were silenced when Eldor used the Book of Living Spells to enchant one of Sharella's arrows, which the archer shot into the air over the oncoming army. Blasting the arrow with his power staff, He-Ro caused a shower of violet light to rain down upon the soldiers, instantly casting the evil spirits from the confused Mer-Men and Caligars, who retreated soon thereafter. Victorious, the trio of heroes imprisoned Demo-Man in the Valley of Gnarl, where he later became a deadly enemy of Vikor.

BRONZE ARMOR, SWORD & TRIDENT Mer-Man's weapons and armor were included here in bronze, ostensibly to allow collectors to recreate the character's 2002 MOTU toyline redesign.

ORANGE AXE & SHIELD Because he is He-Man's doppelgänger and carries an orange version of the Power Sword, it makes sense that Faker should have He-Man's shield and axe in orange as well. This Weapons Pak delivered both.

PERCH AND BIRD ARMOR IN GREEN Zoar was finally able to accessorize as he received Screeech's perch and armor in green. This color matched the early card art for the vintage Zoar figure.

ROBOTO ATTACHMENTS IN BLACK Roboto's axe, gun, and claw attachments were included in black for use with Trap Jaw.

MOTUC #043 • AFFILIATION N/A • SUBSCRIPTION N/A • PRICE $12
• ORIGINAL RELEASE MattyCollector.com (November 15, 2010) • RELEASE TYPE Carded Accessories

GUN & SHIELD IN BLACK & PURPLE Optikk's gun and shield, originally released in silver and red, were included here in black and purple. These were included simply because Mattel had limited tooling to choose from at the time.

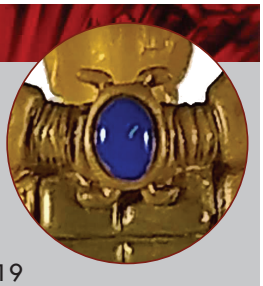
GOLD SPEAR The vintage King Randor figure came with a gold Whiplash spear, but this accessory was not included with the MOTUC King Randor. Mattel rectified this omission by including a gold Whiplash spear in this Weapons Pak.

BLADED WEAPON IN BLACK & GOLD One of the Weapons Pak's more curious choices, Whiplash's double-bladed weapon, which was originally released in silver and orange, was included here in black and gold.

TWO-TONE SWORD OF PROTECTION Adora's Sword of Protection was recast in two-tone gray (unlike the original's solid gray) and included here to better match the two-tone Sword of Power included with the original He-Man figure.

EVIL-LYN ACCESSORIES IN PURPLE Evil-Lyn's staff, wand, orb and dagger were included in purple (with the orb itself in green). These colors were an homage to an unproduced Horde witch concept character from the vintage toyline that collectors later dubbed "Sultra."

TRIVIA



The first Weapons Pak (Ultimate Battleground Assortment, released in April of 2010) focused heavily on recreating the vintage Weapons Pak, with 12 of its 19 pieces being directly linked to accessories included in the vintage release. With the second Weapons Pak, Mattel was able to break new creative ground, choosing freely which accessories to release in new colors, several of them fan-requested or tied to some appearance in past MOTU media. Just like its predecessor, the second Weapons Pak contained 19 total pieces, all of them existing MOTUC accessories in new colors.

The following copy was written for the Weapons Pak sales page on MattyCollector.com: "When lines are drawn, battles are fought, soldiers fall, and weapons fail. Replenish the artilleries of both sides with this all-new accessory pack!"

The Weapons Pak did not feature any kind of "bio" on the back of the packaging. Instead, an official bio for "Great Wars Weapons Pak — The Conflict for Ancient Eternia" was revealed on He-Man.org on September 2, 2019.

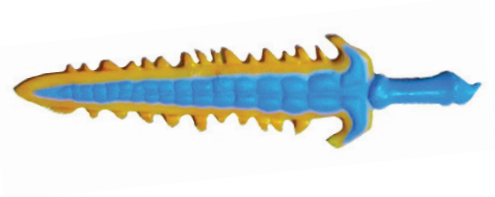
Featured on the Weapons Pak cardback were Keldor, Wun-Dar, She-Ra, Battle Armor He-Man, Zodac, Hordak, Optikk, Trap Jaw, Scareglow, Count Marzo, Faker, and Webstor.

MER-MAN vs AQUAMAN

Ocean Warlord — King of the Seven Seas

REAL NAME Squidish Rex **BIO** Ruler of the undersea realms of Eternia, Mer-Man was forced to serve among Skeletor's evil warriors after his kingdom was destroyed in a battle with rival ocean clans. His allegiance with Skeletor brings him to the surface world more often then he would like. Lurking deep beneath the Sea of Rakash, Mer-Man awaits Skeletor's evil call to arms!

ACCESSORIES



BACKGROUND The third Toys R Us 2-pack of 2010 paired Mer-Man with the DC Universe Classics Aquaman figure. The two characters had never crossed paths in any previous media and were simply paired due to their shared aquatic motif.

FREE POSTER! Unlike the previous two 2-packs, which included reprints of existing issues of DC Comics, the Mer-Man/Aquaman 2-pack came packaged with a mini-poster.

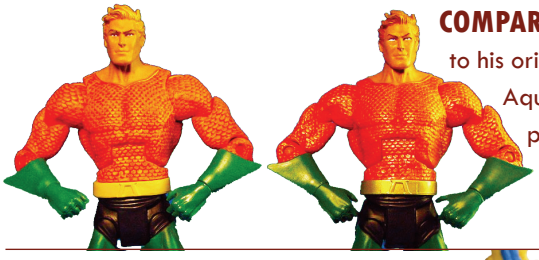
FROM PAGE TO PLASTIC

This blue-skinned version of Mer-Man was repainted to match his color scheme in the early Mattel MOTU mini-comics. His trident was not included because Mer-Man never wielded one in any of the vintage mini-comics.

MOTUC #044 • AFFILIATION Evil Warriors • SUBSCRIPTION N/A • PRICE $29.99 • ORIGINAL RELEASE Toys R Us (November 2010) • RELEASE TYPE Figure 2-Pack

EN GUARD Mer-Man came with his signature bonefish sword, repainted to look as it appeared in the early Mattel MOTU mini-comics.

REAL NAME Arthur Curry; Orin **BIO** Found abandoned, Prince Orin of Atlantis was raised in the ways of the surface world and renamed by lighthouse keeper Arthur Curry. But in the water was where young Arthur truly thrived. In adulthood, he took the name Aquaman and used his aquatic abilities to patrol the seven seas. The aquatic avenger's renown soon earned him a place among the newly assembled Justice League of America.



COMPARISON TIME Compared to his original release (*far left*), this Aquaman featured glossier paint on his torso, a gold belt (instead of yellow), and darker hair.

OCEAN LORD MER-MAN

Evil Undersea Tyrant

Beneath the oceans dark and fathoms deep, the spoiled undersea princeling Mer-Man ruled over twenty-thousand leagues from the mysterious trench of Moraturia to the glistening reef of Aquatica. When the rebel Aquarus, originally a simple farmer near the boundaries of Merlantis, challenged his ruthless sovereignty, an outraged Mer-Man destroyed his own kingdom trying to crush the rebellion. Reduced to poverty, the undersea prince without a throne emerged on the surface of Eternia where his blue skin turned dark green in the harsh Eternian sun. In one failed attempt to conquer his undersea rivals, he tried to summon the demon Bakkull in the Crystal Sea, but Oo-Larr and Dekker the Man-At-Arms defeated him and his Fish Men minions. Withdrawing finally to the planet's Dark Hemisphere, he allied with Skeletor for many years. Although he met his demise during the Second Ultimate Battleground, Mer-Man was revived in the Reawakening with the blue complexion of his youth restored.

TRIVIA

Unlike the previous two 2-packs, which included a MOTUC repaint alongside a straight DC Universe Classics re-release, both figures in this two-pack were repaints.

Mer-Man's bio on the back of the packaging was identical to his single-carded release from earlier in the line. An official bio for this version of Mer-Man, dubbed "Ocean Lord Mer-Man — Evil Undersea Tyrant" — was revealed on He-Man.org on April 27, 2020. This new bio served to give an explanation for Mer-Man's change in skin color from blue to green and back again.

The back of the packaging featured artwork (nearly identical to the mini-poster art) and bios for both characters. Note that Mer-Man's artwork depicted him with green skin and a completely yellow sword.

STRATOS vs HAWKMAN

Winged Warrior — Winged Avenger

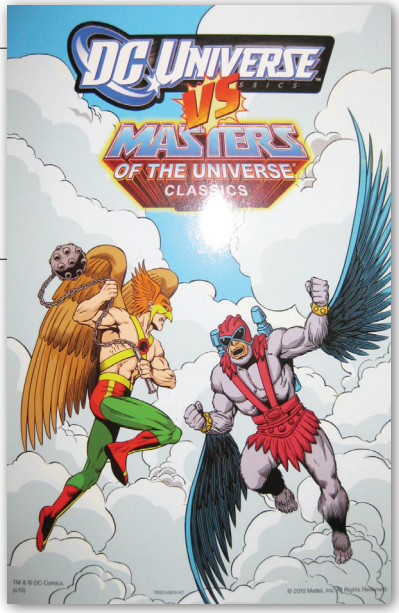
ACCESSORIES

NONE

REAL NAME Stratos of the House of Avion **BIO** Lord of Avion, a civilization of winged simians who live high on the peaks of the Mystic Mountains, Stratos is a brave, honorable warrior and ally of King Randor. Although all Avions have the ability to fly using the magical Emerald Staff, many, including Stratos, have augmented their armor with rocket packs and jets to increase their flight speed and distance. As a member of the Masters of the Universe, Stratos fights bravely against the evil forces of Skeletor.

BACKGROUND The fourth and final Toys R Us 2-pack of 2010 featured Stratos vs. the DC Universe Classics Hawkman figure. The two characters had never crossed paths in any previous media and were simply paired due to their shared bird motif.

FREE POSTER! Like the Mer-Man/Aquaman 2-pack, this 2-pack came packaged with a mini-poster depicting the two characters in a battle scene.



VINTAGE NOD In the vintage Masters of the Universe line, most Stratos figures had red wings and a blue jetpack, but a less common version of the figure had blue wings with a red jetpack. This 2-pack featured a Stratos with the latter color scheme as a nod to the rare vintage figure.

MOTUC #045 • AFFILIATION Heroic Warriors **• SUBSCRIPTION** N/A **• PRICE** $29.99 **• ORIGINAL RELEASE** Toys R Us (November 2010) **• RELEASE TYPE** Figure 2-Pack

REAL NAME Carter Hall **BIO** During Ancient Egypt's 15th Dynasty, Prince Khufu and his beloved princess Chay-Ara discovered a downed spacecraft from the planet of Thanagar. Exposure to the ship's anti-gravity NTH Metal allowed Khufu and Chay-Ara to be reincarnated countless times throughout the ages to follow. In Modern Times, Khufu became the hero Hawkman, Chay-Ara reincarnated as his beloved Hawkgirl.

DISARMED Hawkman was identical to his single-carded release in DC Universe Classics, except he was missing his sword and shield accessories. Here, he came only with his mace.

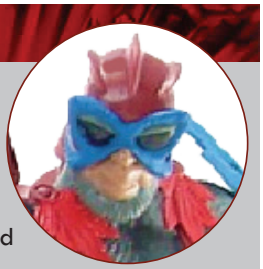
WING MAN Hawkman's wings would later be used in Masters of the Universe Classics as wings for Angella and Vultak. They were also reused in DC Universe Classics for Hawkgirl and other versions of Hawkman himself.

LORD STRATOS

Winged Leader of Avion

Stratos was one of the fallen warriors resurrected by the Reawakening. Initially confused and susceptible to trickery, Stratos did not recognize his own sister Hawke, nor his wife Delora and son Atmoss. Before they could help him, Stratos was captured by the mercenary Batros and taken to the Dark Depths of the Mystic Mountains for a bounty paid by the Avionian outcast Tufos. Tricked into thinking his family had betrayed and murdered him for the throne of Avion, Stratos joined Tufos and his allies, the Evil Warriors Draego-Man, Waspus, and Terrordon in an attack on Avion. Although his family fought valiantly, it was only with the help of sorcerer-in-training Prince Dare that Stratos saw his error and turned upon Tufos and his menacing marauders. Defeating the villains, Stratos and his family were finally reunited and he returned at last to the side of King He-Man to defend Eternia. Years later, Stratos willingly returned to the Vale of the Ancients in order to restore the cosmic balance and protect the universe.

TRIVIA



Just like the single-carded figure, this version of Stratos came with no accessories.

Stratos' wings could be rotated at the wrist, unlike the single-carded version, where they were glued in place.

An official bio for this version of Stratos, dubbed "Lord Stratos — Winged Leader of Avion," (*below, left*) was revealed on He-Man.org on October 26, 2020.

PACKAGE ART The back of the packaging featured artwork (nearly identical to the mini-poster art) and bios for both characters. Stratos' bio was identical to his single-carded release from earlier in the line. Note that Stratos was incorrectly depicted wearing red shorts and yellow bracers.

BUZZ-OFF
Heroic Spy in the Sky

ACCESSORIES

REAL NAME Tzzzzt zzz zzTTTzz **BIO** Heroic King of the Andreenids, a bee-like species closely related to both the Kex insect people and the Arachna Spider-Warriors, Tzzzzt's race evolved into fierce warriors, guarding their home and their ambrosia honeycombs with stubborn dignity. Although he initially preferred to keep his people's neutrality, a sky war initiated by Skeletor gave Tzzzzt more than enough reason to ally himself with King Randor's Masters of the Universe. He often partners with Mekaneck, using his wings for airborne spying missions.

VINTAGE VAULT The vintage Buzz-Off figure was released as part of the original toyline's third wave in 1984, and came equipped with a removable helmet, brown axe, and translucent yellow wings.

THE FRIENDLY SKIES The MOTUC Buzz-Off, like its vintage predecessor, came with translucent yellow wings. The wings were ball-joined, allowing for up and down as well as backward and forward articulation. They were also removable.

SAME AS Buzz-Off utilized Whiplash's torso, shoulders, legs, boot tops, and feet, Webstor's back appendages, and the standard male biceps and furry loincloth. His forearms, claws, wings and head were newly sculpted pieces.

MOTUC #046 • AFFILIATION Heroic Warriors • SUBSCRIPTION Club Eternia 2010 • PRICE $20 • ORIGINAL RELEASE MattyCollector.com (December 15, 2010) • RELEASE TYPE Carded Figure

HATS OFF Buzz-Off's helmet, which was a faithful update of its vintage predecessor, was removable.

AN AXE TO GRIND Buzz-Off came armed with a two-tone brown/maroon short axe, based on the weapon carried by the vintage Buzz-Off action figure.

STING LIKE A BEE Buzz-Off's long axe weapon was based on the accessory included with the 2002 toyline's Buzz-Off figure.

A HEAD OF THE REST In 2015, Mattel released "Heads of Eternia," a six-pack of character heads based upon their designs in the 2002 MYP MOTU cartoon series. Buzz-Off received a new head sculpt in this pack.

GALLERY

TRIVIA

The following copy was written for Buzz-Off's sales page on MattyCollector.com: "Send your Masters of the Universe collection soaring with the King of the Andreenids! Underneath that sweet as honey exterior is a high-flying fighter, ready to do whatever it takes to protect his hive. Sculpted in bee-utiful detail by the Four Horsemen, Buzz-Off comes with articulated 'electro'-wings, a battle axe, and battle staff. He also comes with a removable helmet that, unlike the vintage figure, actually stays on!"

Buzz-Off's short axe weapon would be released again in silver with the Eternian Palace Guards in 2011, in maroon with the Weapons Rack (also in 2011), and in gold with Weapons Pak #4 (End of Wars Assortment) in 2013.

The official bio for Buzz-Off's alternate 200x head ("Royal Defender Buzz-Off — Heroic Champion of Queen Andreeno") can be found on page 585.

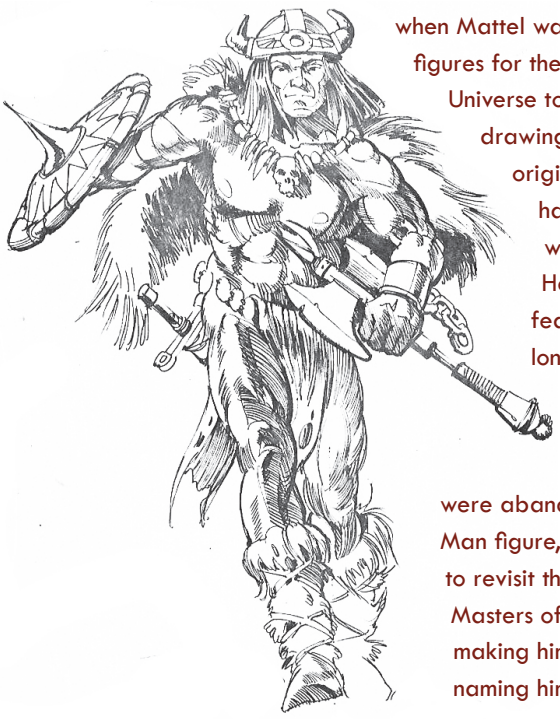
Featured on Buzz-Off's cardback were King Randor, Stratos, Chief Carnivus, Teela, Roboto, and Man-At-Arms.

VIKOR
He-Man of the North

REAL NAME Vikor **BIO** Shortly after King Grayskull's death, Vikor, a great warrior from the north, was chosen by the Goddess to help protect the Sword of He while all of Eternia waited for a true heir to be born. Already a master of the battle axe, Vikor's legend soon spread across Eternia as he quested to vanquish evil — battling the remaining renegade Snake Men and defending the Valley of Gnarl from the Fighting Foe Men. Although his time as a He-Man was relatively short, his contribution to the legend will never be forgotten in the great archives of Eternia.

ACCESSORIES

SKETCHY BEGINNINGS In the early 1980s when Mattel was working on concept figures for their new Masters of the Universe toyline, there were several drawings that accompanied the original pitch, including a handful of sketches that would later evolve into He-Man. One such drawing featured a barbarian with long black hair, broken shackles, and a classic Viking helmet. Most of these elements were abandoned for the final He-Man figure, but Mattel decided to revisit the Viking concept for Masters of the Universe Classics, making him his own character and naming him Vikor.



PROTOTYPICAL Numerous prototypes were sculpted during the production and development of the vintage He-Man figure. This resin hard copy was one of the earliest He-Man sculpts, noteworthy because it was wearing a Viking helmet at this stage in design.

MOTUC #047 • AFFILIATION Preternian Heroic Warriors **• SUBSCRIPTION** Club Eternia 2011 **• PRICE** $20 **• ORIGINAL RELEASE** MattyCollector.com (January 18, 2011) **• RELEASE TYPE** Carded Figure

ALTERNATE VIEWS

Vikor utilized the standard male torso, shoulders, left bicep, hands, legs, and boots. The figure's head, right bicep, forearms, and loincloth were all newly-sculpted pieces.

PAPER TO PLASTIC From the helmet to the cape to the chains at the wrists, the Vikor figure was a very faithful plastic interpretation of the Viking concept sketch, as were his axe, sword and shield.

BREAK THE CHAIN The chains at Vikor's wrists were made from real metal.

CARRY ME Vikor's sword (the Sword of Gaz) could be stored in a loop on the back of the figure's belt.

GALLERY

TRIVIA

The following copy was written for Vikor's sales page on MattyCollector.com: "Weaker beings tremble in fear when barbarian Vikor stands at their gate! Armed, dangerous, and ready to defend Preternia from evil, our He-Man of the North figure is based on the original concept art for He-Man from the vintage toyline. Available for the first time as a beautifully detailed, fully articulated figure sculpted by the Four Horsemen, Vikor is ready to rumble with his battle axe, Sword of Gaz, warrior shield, and removable animal 'skin' cape."

The official bio for the Sword of Gaz ("Battle-Worn Blade from the North") was revealed on He-Man.org on May 6, 2019. You can read this bio on page 587.

Vikor's cape was removable, but his helmet was not.

Featured on Vikor's cardback were King Grayskull, Wun-Dar, the Goddess, He-Ro and Zodak.

ETERNIAN PALACE GUARDS

Heroic Guards

ACCESSORIES

REAL NAME Varies **BIO** From across the Light Hemisphere of Eternia, the bravest and most noble warriors in Randor's Kingdom were recruited by Man-At-Arms (and later, Clamp Champ) to help guard the Royal Family. Often called upon to aid the Masters of the Universe, the royal guards are trained in multiple forms of hand-to-hand combat and are masters of many weapons, including the Power Staff and several types of Energy Blasters. Whenever the Royal Palace is threatened, it is the strength of the elite guardsmen which often repels evil. Brave Warriors like Lieutenant Spector defend the Royal Family from attack.

WHAT'S IN THE BOX?! Included with the figures were four heads; two removable face plates; two sets of chest armor; four sets of swappable chest plates; four sets of shoulder armor; four sets of forearm armor; four sets of leg armor; a silver mace; a silver short axe; two silver shields; and two silver long axes.

HEAD GAMES Each Eternian Palace Guards 2-pack came with four interchangeable heads (*L-R*): one human black, one Repton, one human white, and one Qadian.

MOTUC #048 • AFFILIATION The Royal Palace • SUBSCRIPTION N/A • PRICE $40 • ORIGINAL RELEASE MattyCollector.com (January 18, 2011) • RELEASE TYPE Figure 2-pack

WELL ARMED The short axe was simply Buzz-Off's short axe cast in silver plastic. The long axe, shield and mace were newly sculpted pieces.

WHAT'S THE DAMAGE? Like the Battle Armor He-Man/Skeletor figures, the Eternian Palace Guards came with swappable chest plates. The Palace Guards came with a total of four plates — eagle (possibly signifying rank), undamaged, one slash, and two slashes — that could be inserted by removing the armor and replacing the plate.

CARRY ME Two weapons could be stored on the back of each figure's armor.

PASS THE PLATE Each of the heads could be fitted with one of the two removable face plates.

TRIVIA

The following copy was written for the Eternian Palace Guards' sales page on MattyCollector.com: "Power up your Army of Eternos with these two Eternian Palace Guards figures! They come prepared with a plethora of interchangeable weapons that includes two long battle axes, two shields, one hand axe and one hand club. The pack also includes four different interchangeable heads with removable mouth guards and four swappable chest plates: Lt. Eagle insignia, Private, Private Damaged, and Private Double Damaged. And, with removable body armor, your army can defend Eternia in dozens of ways!"

The head of the white Eternian Palace Guard was sculpted to resemble MOTUC brand manager Scott Neitlich.

When The Mighty Spector was released in 2012, the back of the figure's card showed one of the Eternian Palace Guards (with the white human head sculpt) bearing the name "Lt. Spector." This was the first of only a few times in MOTUC that an otherwise nameless army builder figure was later given an official name.

The official bio for Captain Teela, released in January of 2020, confirmed that the reptilian guard was a Repton named Rubeusss and the cat-like guard was a Qadian named Havanar.

Featured on the Eternian Palace Guards' cardback were Mer-Man, Beast Man, Faker, Skeletor, Tri-Klops, He-Man, Man-At-Arms, and Teela.

BOW

Special Friend Who Helps She-Ra!

REAL NAME Kyle Reccula **BIO** After wandering through Despondos for several centuries and unable to return to Eternia, Hordak and his ageless army eventually claimed Etheria as a new throne world, deposing the local monarchs and ruling the people through fear. A nobleman in Queen Angella's court, Kyle was one of many brave warriors who took up arms against the Horde invaders and joined the Great Rebellion. Nicknamed "Bow" due to his natural ability as an archer, Bow has an arsenal of arrows possessing different powers. Bow has a magical heart that beats frantically when She-Ra is in danger. While secretly in love with Princess Adora, Bow is unaware that she and She-Ra are one and the same!

ORIGINS Bow was both a major character in the Filmation POP cartoon and an action figure released in the first wave of the Princess of Power toyline in 1985. The MOTUC version of Bow took its design cues from both the cartoon and the original toy, although it leaned much more heavily toward his animated appearance.

ACCESSORIES

ALTERNATE VIEWS

Bow's armor, cape and quiver were all one piece and were removable. The figure utilized the standard male torso, shoulders, biceps, and upper legs. His forearms, hands, shorts, boots, and head(s) were all newly-sculpted parts.

MOTUC #049 • AFFILIATION The Great Rebellion **• SUBSCRIPTION** Club Eternia 2011 **• PRICE** $20 **• ORIGINAL RELEASE** MattyCollector.com (February 15, 2011) **• RELEASE TYPE** Carded Figure

UNSTRUNG HERO Due to toy safety standards, the bow accessory did not include a string, but two loops on either end allowed collectors to add a string of their own if they wished to do so. The figure also came equipped with a single arrow.

HEARTSTRINGS Portrayed as a musician in the Filmation POP cartoon, Bow also came with a harp accessory. His vintage figure did not have one.

A HEAD OF THE REST Bow came packaged with two heads: one based on his vintage figure (clean-shaven with headband) and another based on his Filmation POP cartoon appearance (sans headband with mustache).

HAVE A HEART The figure's armor featured two swappable red "gems," a heart and a circle, allowing for two different display options.

GIDDYUP Bow's steed, Arrow, which re-used many parts from the Swiftwind figure, was released in November of 2014.

TRIVIA

The following copy was written for Bow's sales page on MattyCollector.com: "Bow may be an expert marksman, but he's no Cupid — all the magic arrows in the world won't deliver him his one true love, Adora. The first and only male character from the Princess of Power series to be created in scale with all other Masters of the Universe Classics figures has been completely re-imagined by the Four Horsemen, including 'bowman's wrist' articulation so he can properly hold his bow and arrow. Although he does come complete with the following accessories, he is still without the key to his Princess's heart: Vintage and modern heads, interchangeable chest plates (modern and classic), bow and arrow, removable armor, and harp."

Bow featured new hinged wrists, ostensibly for striking archer poses.

The arrows in Bow's quiver were not removable.

Featured on the Bow's cardback were Hordak, Grizzlor, She-Ra, He-Man, and Adora.

SHADOW BEAST

Evil Creature of Darkness

ACCESSORIES

REAL NAME Varies **BIO** Great ape-like beasts who live in tribes throughout the dark hemisphere, Shadow Beasts can only come out in the absence of light. Originally created by Count Marzo as a weapon to use against his enemies, the beasts were driven back by Princes Keldor and Randor and forced to reside in the shadows of Mount Barathrum. There they developed a deep hatred of both the human and Gar races. Easily manipulated, the ever-growing colony of Beasts was later controlled by Beast Man in the service of Skeletor to take down Eternos Palace. With their great strength and ability to move undetected through darkness, Shadow Beasts are more than a match for most heroic warriors!

CARTOON CORNER Shadow Beasts made their debut in the Filmation MOTU cartoon, appearing first in the episode "Teela's Quest" and featuring in four episodes total. The creatures appeared again in the 2002 MYP MOTU cartoon, featuring in the episode "Night of the Shadowbeasts." No toy was ever made of the creature until MOTUC. The design of the toy was based largely on the Shadow Beasts' Filmation appearance.

GALLERY

MOTUC #050 • AFFILIATION None **• SUBSCRIPTION** Club Eternia 2011 **• PRICE** $30
• ORIGINAL RELEASE MattyCollector.com (February 15, 2011) **• RELEASE TYPE** Oversized Figure

SIZE MATTERS At nearly 10 inches tall, the Shadow Beast stood head and shoulders above regular MOTUC figures.

JOIN THE CLUB

The Shadow Beast's only accessory was a rather heavy club, which looked as though it was made from the trunk of a tree, with metal spikes at the thick end and black tape wrapped around the narrow end, forming a handle.

QUITE THE PAIR

The figure was largely made from existing Gygor parts, with the exception of the head, hands and feet. The club accessory was new as well.

ONE IS THE LONELIEST NUMBER

Shadow Beast was the second army-builder figure released in Masters of the Universe Classics, coming out only one month after the line's first army-builder, the Eternian Palace Guards.

TRIVIA

The following copy was written for Shadow Beast's sales page on MattyCollector.com: "A tool of the heinous magician Count Marzo, Shadow Beasts were created with one purpose and one purpose only… to annihilate the enemies of magic during the Great Unrest! Standing at over 9" tall, this fully articulated, oversized Shadow Beast figure is even more fearsome when equipped with a magical wooden club of destruction. Fortify your collection's primitive powers with an entire army of Beasts!"

Because of many design similarities, many fans initially thought the Gygor/Shadow Beast figures shared parts with the DC Universe Classics Gorilla Grodd figure, but they in fact did not.

There would not be another army builder figure released in MOTUC until the Griffin in June of 2012.

Featured on Shadow Beast's cardback were Skeletor, Tri-Klops, Scare Glow, Evil-Lyn, Trap Jaw, Beast Man, Webstor and Whiplash.

PRETERNIA DISGUISE HE-MAN

Most Powerful Man in the Universe

ACCESSORIES

REAL NAME Adam of the House of Randor **BIO** Using the combined power of the Central Tower with the newly invented Cosmic Key, the Sorceress disguised He-Man and sent him back to Preternia — a time when his ancestor King Grayskull fought for freedom against the Horde invaders and Snake Men from the Nameless Dimension. Quickly allying himself with Grayskull and the wizard-warrior He-Ro, He-Man aided them in many battles, even turning the tide at the First Ultimate Battleground. During this battle he learned the secret to defeating the Snake Men, and with this knowledge he returned to his own time to defeat King Hssss once and for all. Disguised in a cloak and mask, He-Man cannot reveal his true identity to his own ancestor!

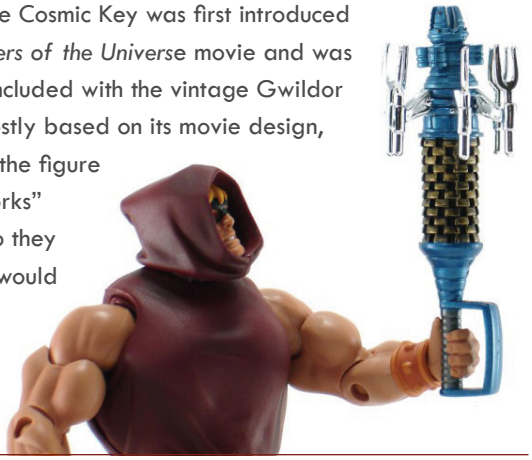
FROM PAGE TO PLASTIC This version of He-Man was introduced in the 1987 mini-comic "The Powers of Grayskull — The Legend Begins" where He-Man and the Sorceress travelled back in time, thus introducing the concepts of Preternia, He-Ro, and techno-organic dinosaurs. The pair were followed into the past by Skeletor, who teamed up with King Hiss, and general mayhem ensued. He-Man intervened, but only after donning a mask and cloak to hide his identity in the past. For Masters of the Universe Classics, the origin of this look was changed somewhat, with the figure's bio stating that He-Man traveled alone to the past and returned with the knowledge of how to defeat the Snake Men. This storyline was fleshed out with a new mini-comic, also titled "The Powers of Grayskull — The Legend Begins," which was shipped with the Thunder Punch He-Man figure in 2012, and continued with "He-Ro Unleashed," which was included with Snake Man-At-Arms, also in 2012.

ALTERNATE VIEWS

PD He-Man was built largely on the existing He-Man body with Tri-Klops' left bracer and Hordak's smooth ab piece. The skirt, hood, and head were new.

MOTUC #051 • AFFILIATION Heroic Warriors • SUBSCRIPTION Club Eternia 2011 • PRICE $20 • ORIGINAL RELEASE MattyCollector.com (February 15, 2011) • RELEASE TYPE Carded Exclusive Figure

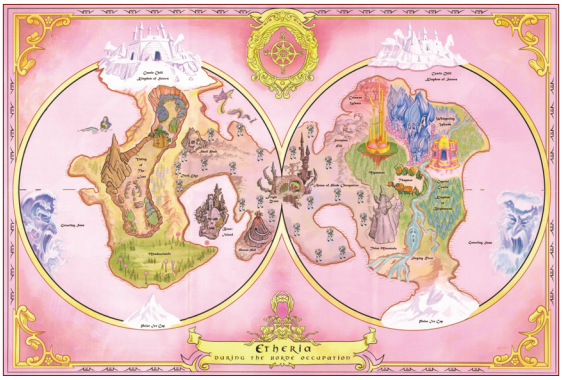
KEY TO THE KINGDOM The Cosmic Key was first introduced in the 1987 live action *Masters of the Universe* movie and was subsequently an accessory included with the vintage Gwildor figure. Here, the key was mostly based on its movie design, but a handle was added so the figure could hold it. The chrome "forks" were on a separate piece so they could rotate. This accessory would be repainted and included with the MOTUC Gwildor figure in 2014.



GUNS OUT The rifle accessory was based on the gun mounted on the vintage Bionatops figure, but was slightly redesigned here to be a handheld weapon. It was included here because He-Man rode a Bionatops in the "Powers of Grayskull" mini-comic.

I HAVE THE POWER Preternia Disguise He-Man's final accessory was his Power Sword, making its 12th appearance in the MOTUC toyline.

ETHERIA: BEAUTIFUL PLANET OF DESPONDOS



After the Overlords of Trolla harnessed the aura of the Gods, they used this "Power of the Universe" to become immortal and vowed to maintain neutrality in all Five Dimensions. Sensing how dark the Dimension of Desponso was, they used the Power to create a being of formless light and sent him to Despondos to bring hope to those trapped there. It settled on the planet Etheria, turning the small planet into a lush paradise, standing out in an otherwise dark dimension. Protected by magic, Etheria remained a home for free beings until Hordak discovered it during his banishment. Overthrowing the local monarchs, he declared Etheria his new homeworld and ruled for years as its tyrannical dictator.

TRIVIA

The following copy was written for Preternia Disguise He-Man's sales page on MattyCollector.com: "Bestowed a mask and cloak by the Sorceress, He-Man cannot be recognized as he travels through time! Created just for 2011 Club Eternia members, this mysterious figure is based on the final vintage mini-comic The Powers of Grayskull Part 1. In it, He-Man must use the combined power of the Cosmic Key (included!) and Central Tower to return to a time when his ancestor, King Grayskull, defended the land. This fully articulated Preternia Disguise He-Man includes a Bionatops Blaster and Power Sword accessory."

Preternia Disguise He-Man was the Club Eternia 2011 exclusive figure.

Inlcuded with PD He-Man was a poster titled "Etheria During the Horde Occupation." For a closer look at the poster, see page 708.

Featured on Preternia Disguise He-Man's cardback were Hordak, King Grayskull, the Goddess, He-Ro, and Moss Man.

KING HSSSS

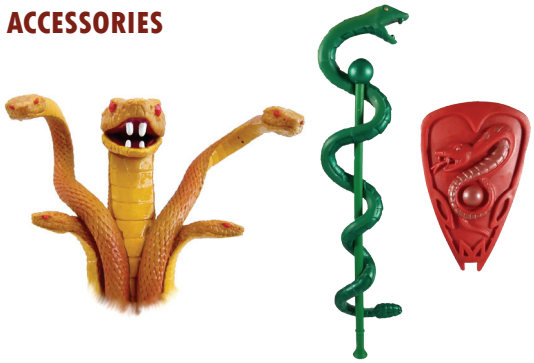
Dreadful Disguised Leader of the Snake Men!

REAL NAME Hssss of the Viper House **BIO** A servant of the Unnamed One, Hssss was chosen to lead an army of Snake Men to the planet of Eternia to plunder its magical secrets. He ruled Eternia for three centuries until a rebellion formed under D'Vann Grayskull. Soon afterwards, the Horde invaded, and Hssss was drawn into a three-way war. All three sides agreed to a temporary truce in order to construct the Three Towers, but Hssss was betrayed by Hordak, and in time was banished to the Void by the Elders and Zodak. For five centuries he and his army waited until Evil-Lyn and a Snake Men descendent named Kobra Khan opened the Snake Pit to free them. King Hssss often tricks foes by appearing heroic, but then transforms into a seething mass of serpents and leads the Snake Men into battle!

VINTAGE VAULT The vintage King Hiss figure was released as part of the original toyline's fifth wave in 1986, and came equipped with a snake staff and shield.

HEAD & SHOULDERS From his smiling face to his scaly skin and shorts, the MOTUC King Hssss was a faithful update of his vintage predecessor. While nicely sculpted, the figure was unfortunately manufactured with reversed shoulders. The articulation still functioned even if the aesthetics were slightly off. As an apology for this mistake, Mattel sent a random free MOTUC figure to subscribers.

ACCESSORIES



ALTERNATE VIEWS King Hssss utilized the standard male torso (hidden under a scaly overlay), Hordak's gloves, Skeletor's boot tops, and Keldor's feet.

MOTUC #052 • AFFILIATION The Snake Men **• SUBSCRIPTION** Club Eternia 2011 **• PRICE** $20 **• ORIGINAL RELEASE** MattyCollector.com (March 15, 2011) **• RELEASE TYPE** Carded Figure

COMING OUT OF HIS SHELL The vintage King Hiss figure featured a human "shell" torso that could be removed to reveal King Hiss' snake form underneath. For the MOTUC figure, King Hssss was given a second, swappable torso instead. While this was done for budgetary reasons, an added bonus was that the figure retained standard articulation (such as elbow joints) that would otherwise have been eliminated to preserve the vintage action feature. The snake torso featured a hinged jaw, and the snake arms were articulated via internal wires.

SHIELD ME King Hssss' shield, an update of an accessory that came with the vintage figure, would be released again in different colors with Battle Armor King Hssss (2014), Serpentine King Hssss (2016), and Lord Gr'Asp (2017). An official bio for this shield ("Shield of Ka") can be found on page 591.

WELL ARMED King Hssss' signature snake staff would be released again in various colors with several different Snake Men figures throughout the MOTUC line.

GALLERY

TRIVIA

The following copy was written for King Hssss' sales page on MattyCollector.com: "Once a snake, not always a snake… when provoked, this wretched reptile reveals himself to be an entire mass of them! Our fully articulated Dreadful Disguised Leader of the Evil Snake Men is armed and ready to strike with his shield of Ka. He also comes with a magic snake staff and interchangeable articulated snake form torso to complete his serpent-like transformation."

Due to copyright restrictions, the figure could not be labeled as "King Hiss" on the packaging, so instead the moniker "King Hssss" was used.

A Battle Armor King Hssss figure, which was based on the character's redesign for the 2002 MYP MOTU cartoon series, was released in 2014.

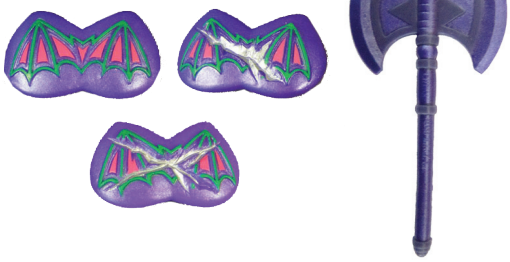
Serpentine King Hssss, a figure with an all-new snake torso, was released in 2016. This new torso was compatible with the original King Hssss' legs.

Featured on King Hssss' cardback were Hordak, Skeletor, He-Man, Zodak, and King Grayskull.

BATTLE ARMOR SKELETOR

Evil Lord of Destruction

ACCESSORIES



REAL NAME Keldor of the House of Miro **BIO** Using dark magic taught by Hordak, Skeletor occasionally creates new forms of armor and weapons to outmaneuver the Masters of the Universe. His Battle Armor was first created to help Skeletor penetrate through the Mystic Wall in order to kidnap Adora and secretly clone the Sorceress of Grayskull. The original armor was destroyed by Oo-larr after three strikes with his mighty battle axe, sending Skeletor back behind the Wall. Skeletor reformed the armor 20 years later in an effort to combat a similar battle suit now worn by He-Man. Although lacking the mystic qualities of the original, his new armor was stronger and more powerful. Skeletor, Evil Lord of Destruction, is now protected by his magic Battle Armor!

VINTAGE VAULT The vintage Battle Armor Skeletor figure was released as part of the original toyline's third wave in 1984, and came equipped with a purple power sword and Havoc Staff.

UPDATE In the vintage toyline, striking the chest of the Battle Armor Skeletor figure would cause a mechanism in the figure's torso to flip, revealing a different chest plate with a slash (or two slashes) across it, giving the appearance of inflicted damage. The MOTUC version of the figure dropped the action feature in favor of three swappable chest plates that could be inserted by removing the armor and replacing the plate.

MOTUC #053 • AFFILIATION Evil Warriors • SUBSCRIPTION N/A • PRICE $20 • ORIGINAL RELEASE MattyCollector.com (March 15, 2011) • RELEASE TYPE Carded Quarterly Figure

WHAT'S THE DAMAGE? The three swappable chest plates represented the armor as undamaged, with one slash, or with two slashes.

AN AXE TO GRIND The figure came with the same battle axe as the original King Grayskull figure (and, subsequently, He-Man), re-cast in purple plastic. The figure did not come with Skeletor's Havoc Staff or purple sword, unlike its vintage counterpart.

Original *Toys R Us 2-Pack* *Mo-Larr 2-pack* *Battle Armor*

SKEL-E-FACES As seen above, each of the four Skeletor heads released at this point in the line had some subtle differences among them.

SAME AS Battle Armor Skeletor reutilized parts from the original Skeletor figure, along with the smooth ab piece from Hordak and He-Man's furry loin cloth. Note that the figure was painted as if wearing full, three-toed boots, whereas the original Skeletor had bare feet; his fingernails were painted as well.

TRIVIA

The following copy was written for Battle Armor Skeletor's sales page on MattyCollector.com: "Old Bones is back and seriously upping the badness factor with his all-new magic Battle Armor. Eternia's chief villain is ready to show the Masters who's the boss with a fan-requested purple battle axe and three interchangeable chest plates to show 1, 2, or no indications of battle damage… just like you remember!"

Battle Armor Skeletor was the first Quarterly Figure released in 2011. He came out in March, the same month as King Hssss.

Featured on Battle Armor Skeletor's cardback were Trap-Jaw, Beast Man, Battle Armor He-Man, Man-At-Arms, and Teela.

GALLERY

SY-KLONE

Heroic Fist-Flinging Tornado!

REAL NAME Sy-Klone, Son of Dy-Lex **BIO** Protector of the Legacy Stones and the last defender of Anwat Gar, Sy-Klone joined the Masters of the Universe after the stones were destroyed and his mission was completed. He wears the last remaining tech-vest armor created by his Gar ancestors to terrorize Eternia after the Great Wars. Its built-in wind rockets allow the user to create powerful vortexes of spinning energy as a defensive weapon or to gain the ability to fly through the air. Sy-Klone has upgraded his armor to also include cosmic radar which lets him sense the physical presence of evil long before others can. Sy-Klone's wind powers and radar chest make him combat-ready!

VINTAGE VAULT The vintage Sy-Klone figure was released as part of the original toyline's fourth wave in 1985 and came equipped with a yellow shield. The figure's "cyclone action" (a rapidly spinning upper body) was activated via a thumb wheel on his waist. As he rotated, his arms would swing out, knocking down all enemy figures in his path.

YOU SPIN ME RIGHT ROUND The MOTUC Sy-Klone faithfully updated the design of its vintage predecessor, from the lenticular sticker on its chest to the Saturn symbol on its belt. The vintage figure had a dial on its belt which, when turned, caused the figure's upper body to spin rapidly. While this action feature was dropped from the MOTUC Sy-Klone, the figure did still feature a non-rotating dial on the back of its belt as a nod to the classic action feature.

ACCESSORIES

GALLERY

MOTUC #054 • AFFILIATION Heroic Warriors **• SUBSCRIPTION** Club Eternia 2011 **• PRICE** $20 **• ORIGINAL RELEASE** MattyCollector.com (April 15, 2011) **• RELEASE TYPE** Carded Figure

SHIELD ME Just like the vintage figure, MOTUC Sy-Klone came equipped with a yellow shield, which could clip onto either of his wrists.

PUT A RING ON IT The red ring on Sy-Klone's back, which was inspired by his 2002 MYP MOTU cartoon re-design, could be posed vertically or horizontally, or could be removed altogether. The figure could also hold it in his hand like a weapon.

HEADS UP In 2015, Mattel released "Heads of Eternia," a six-pack of character heads based upon their updated designs in the 2002 MYP MOTU cartoon. The pack included new heads for Grizzlor, Snout Spout, Clawful, Roboto, Buzz-Off, and Sy-Klone. The official bio for Sy-Klone's 2002 design, dubbed "Battle Armor Sy-Klone — Heroic Tornado Warrior," can be found on page 586.

TRIVIA

When Mattel later released a poster showing a map of the planets within the Horde Empire, a portion of the poster followed the layout of the planets on Sy-Klone's lenticular sticker.

Sy-Klone's sales copy read: "The last defender of Anwat Gar, Sy-Klone stands ready to protect your collection from evil! Taking ordinary armor to a whole new level, Sy-Klone's TECH vest makes it easy for him to blast wicked warriors back to the darkness they came from. Along with a sonar radar chest plate, this fully articulated figure comes with a cosmic shield and battle ring that can be attached to his backpack."

It was rumored that Mattel had planned to re-release Sy-Klone along with a repainted Red Tornado as part of their Toys R Us exclusive DC Universe vs. Masters of the Universe line of 2-packs, but this was never produced.

Featured on Sy-Klone's cardback were Teela, Roboto, He-Man, Moss Man, and Buzz-Off.

PANTHOR
Savage Cat of Skeletor

REAL NAME Panthor **BIO** During his exile from Eternos Palace, Keldor saved a young dylinx cub from a hunter's pit in the Corridors of Lithos. The cub remained fiercely loyal to Keldor, who named him "Panthor" after a tribal story his Gar mother told him as a child. The purple skinned feline remained with Keldor even after he was transformed into the Lord of Destruction by Hordak's magic. Finding a new home in Snake Mountain, Panthor is forever at his master's side, carrying him into battle or curled up at the foot of Skeletor's throne, loyally growling at any who disagrees with the Overlord of Evil.

VINTAGE VAULT The vintage Panthor figure was released as part of the original line's second wave in 1983. The figure came equipped with a saddle and was covered in purple flocking. Like Battle Cat before him, Panthor was actually a repaint of a tiger figure released in Mattel's Big Jim toyline in 1976.

SAME AS Most of Panthor's body sculpt was taken from the Battle Cat figure. His head, with the exception of his lower jaw, was a new sculpt. Where Battle Cat had a rounder head with scruffier cheek fur, Panthor's head was narrower and his cheek fur lay flatter. Also, Panthor's ears were turned back but slightly raised, whereas Battle Cat's ears were lying flat against his head.

GALLERY

MOTUC #055 • AFFILIATION Evil Warriors • SUBSCRIPTION Club Eternia 2011 • PRICE $30 • ORIGINAL RELEASE MattyCollector.com (April 15, 2011) • RELEASE TYPE Boxed Beast

ALTERNATE VIEW Panthor's helmet and saddle were removable.

BEAST OF BURDEN Panthor's saddle was the same as Battle Cat's, but recast in green plastic. There was a strap on Panthor's saddle for holding Skeletor's sword.

BATTLE-READY For Panthor's MOTUC update, sculptors the Four Horsemen decided to give him newly-designed helmet. Its horned design took its cues from Skeletor's Havoc Staff.

TRIVIA

The following copy was written for Panthor's sales page on MattyCollector.com: "Watch your back, Battle Cat, there's a new kitty in town! This one, however, stands squarely on the side of evil, ready to carry master Skeletor into combat at a moment's notice. Beautifully detailed and fully articulated, this fierce feline is fortified with an all-new Classics-style battle helmet, ensuring the good guys aren't the only ones with well-protected rides."

The vintage Panthor figure featured purple flocking. At San Diego Comic-Con in 2010, there was a poll for fans/attendees at the Mattel panel to vote whether they wanted the MOTUC Panthor to be released with flocking like the vintage figure or without flocking (like Battle Cat). Mattel claimed that Panthor sans flocking won the poll, although several fans in attendance contested these results. Regardless, the final figure did not feature purple flocking.

Unlike Battle Cat, who was sold outside of the 2010 subscription, Panthor was included in the price of the 2011 Club Eternia Subscription. He retailed for $30 at a time when regular 6" figures in the line retailed for $20.

Panthor was packaged with his helmet removed.

Featured on Panthor's cardback were Webstor, Scareglow, Trap Jaw, Whiplash, Evil-Lyn, Faker, Skeletor, and Mer-Man.

WEAPONS RACK

INTRODUCTION The vintage Castle Grayskull playset included a weapons rack, molded in yellow plastic, that came with nine weapons, all cast in beige plastic. In 2011, Mattel opted to release an update of the Weapons Rack as a stand-alone item along with the updated versions of all nine of the original weapons plus room to hold more.

FULLY STOCKED While the vintage weapons rack had minimal detailing and featured no paint applications, the new version was given a more detailed wood grain texture with brown and silver paint. Instead of beige, the nine weapons were either silver plastic (with a "rusty" paint wash) or metallic red.

SEEING RED Five of the weapons in the MOTUC Weapons Rack were metallic red. This was done as an homage to "Man-E-Weapons," an alternate version of the vintage Man-E-Faces figure that was packaged with five additional weapons in maroon plastic. The five metallic red Weapons Rack weapons are the same five pieces that came with "Man-E-Weapons" in the vintage line.

RIFLE The metallic red rifle was originally released in orange with Webstor. It was later re-released in silver in Weapons Pak #1 (Ultimate Battleground Assortment).

MOTUC #056 • AFFILIATION N/A • SUBSCRIPTION N/A • PRICE $12
• ORIGINAL RELEASE MattyCollector.com (April 15, 2011) • RELEASE TYPE Carded Accessories

SHORT AXE The metallic red short axe was originally released with Buzz-Off. It would later be re-released in gold in Weapons Pak #4 (End of Wars Assortment).

SHIELD The metallic red shield was originally released in silver with the Eternian Palace Guards. It would later be re-released in blue (with Stinkor) and in gold in Weapons Pak #4 (End of Wars Assortment).

SWORD The metallic red sword was originally released with Man-At-Arms in yellow/silver, and re-released again in blue/silver in Weapons Pak #1 (Ultimate Battleground Assortment).

LONG AXE The long axe was originally released with the Eternian Palace Guards. The Palace Guard version had a bluer tint, while the Weapons Rack version featured a rusty paint wash.

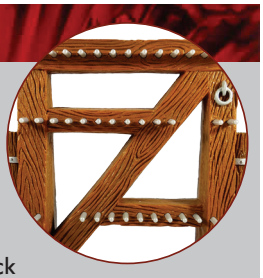
MACE The metallic red mace was originally released in silver with the Eternian Palace Guards. It would later be re-released in gold in Weapons Pak #4 (End of Wars Assortment).

GRAYSKULL WEAPONS RACK

Forgotten Legend of Castle Grayskull

Many legends of Castle Grayskull exist beyond memory. One such tale involves Grayskull's great Weapons Rack. Tay-Larr, son of Sharella and He-Ro, and Salaria, daughter of Veena and King Grayskull, were trained by Gladiator in the ancient arts of battle. As their mystical mothers looked on from a distance, Tay-Larr and Salaria sparred, laughed, and grew together on the ramparts of Castle Grayskull. Eventually, the duo was tasked with helping Gladiator build Grayskull's Weapons Rack while they also forged and restored armaments for the mysterious champion Vikor. Not knowing of the prophecy they were destined to fulfill, Tay-Larr and Salaria fell deeply in love, married, and begat a child who would go on to become the warrior He-Ra, a heroic ancestor of He-Man and She-Ra. Sadly, He-Ra never knew her parents, for she was orphaned at a young age when Salaria and Tay-Larr took up the very arms they helped forge and heroically sacrificed their lives to rescue the legendary giant Tytus from the Arachna Queen Tyrantula and her ravenous offspring. Today, the Weapons Rack they built stands in Castle Grayskull, its origins lost to time.

TRIVIA



The official bio for the Weapons Rack was revealed on He-Man.org on September 30, 2019.

Featured on the Weapons Rack cardback were the Eternian Palace Guards, Skeletor, Tri-Klops, Battle Armor He-Man, Buzz-Off, King Randor, Teela, and Stratos.

HALBERD The silver halberd was originally released in green (with a glow-in-the-dark blade and spikes) with Scareglow.

SPEAR The silver spear was originally released with Whiplash in orange, and re-released again in gold with Eternos Palace King Randor.

PISTOL The silver/gray pistol was originally released with Man-At-Arms in yellow/silver, and re-released again in blue/silver in Weapons Pak #1 (Ultimate Battleground Assortment).

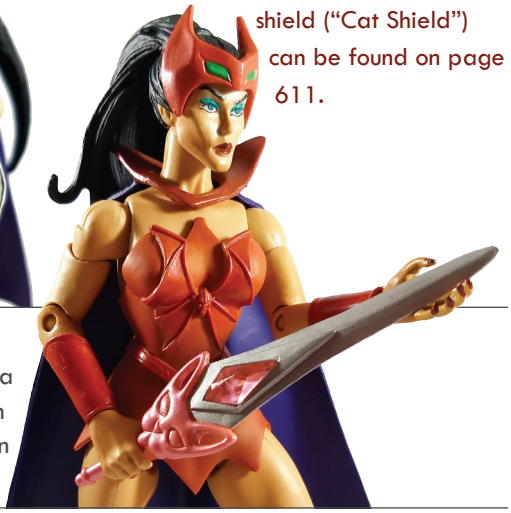
CATRA
Jealous Beauty

ACCESSORIES

REAL NAME C'yra of D'riluth III **BIO** A disputed monarch from the Tri Star System, C'yra joined the Horde Empire and was given a magical mask which granted her secret powers such as the ability to transform into a panther. She traveled with Hordak to Eternia on his mission to ensure He-Ro was destroyed. There, along with the rest of the Horde army, she was caught up in the Great Wars and eventually banished to Despondos by King Grayskull. She remained with her leader throughout their banishment and was eventually promoted to Force Captain after Hordak's step-daughter betrayed the Horde to the Etherian Rebellion. Catra's jealousy of She-Ra has become her greatest weakness.

CARTOON CORNER There were many differences between Catra's vintage toy design (released as part of the Princess of Power toyline's first wave in 1985) and her Filmation POP cartoon appearance. For her MOTUC figure, almost all of her design cues were taken from her cartoon appearance.

SHIELD ME Catra's silver shield accessory, with its cat-face design and insent pink jewel, was based on a weapon that came with her vintage action figure. A bio for this shield ("Cat Shield") can be found on page 611.



SWORDPLAY Like the shield accessory, Catra's pink-hilted ca sword was based on a weapon included with her vintage action figure.

MOTUC #057 • AFFILIATION Evil Horde • SUBSCRIPTION Club Eternia 2011 • PRICE $20 • ORIGINAL RELEASE MattyCollector.com (May 16, 2011) • RELEASE TYPE Carded Figure

ALTERNATE VIEWS

Catra's cape was removable. She utilized the standard female shoulders, biceps, upper legs and right hand, as well as She-Ra's torso, forearms, boots, and feet. All other pieces were newly sculpted.

WHIP IT GOOD The vintage Catra figure came with a pink comb. For MOTUC, the comb doubled as a whip and was molded in silver plastic.

CAT MASK, PART ONE Catra's silver cat mask, which clipped on over her eyes, was based on the accessory that came with her vintage action figure.

CAT MASK, PART TWO Catra's red cat mask was based on her Filmation POP cartoon appearance. The mask could be worn on the figure's forehead (as it was most frequently portrayed in the cartoon series) or pulled down over her eyes.

GALLERY

TRIVIA

The following copy was written for Catra's sales page on MattyCollector.com: "They say a cat has nine lives, and that's a good thing because this one is forever in danger! In her human form, our mischievous maiden of the Horde is ready to cause trouble for all Etherian Rebels. Catra is beautifully sculpted by the Four Horsemen and fully articulated. This kitty's cache includes interchangeable vintage and modern masks, shield, sword, and whip (of course). Everything about her is simply purrrrfect."

Although the vintage Princess of Power toyline featured three different Catra figures, the character was only given one figure in MOTUC.

An official bio for the "Cast Mask of Catra" (the red mask) can be found on page 589; the bio for "Cat Mask" (the silver mask) can be found on page 594.

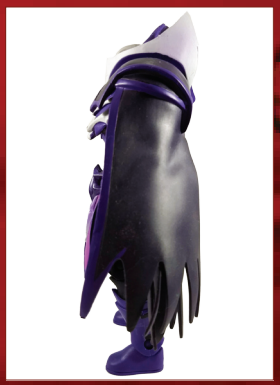
Featured on Catra's cardback were Hordak, Grizzlor, She-Ra, King Grayskull, and Bow.

THE FACELESS ONE

Ancient Lord of Zalesia

REAL NAME Nikolas Powers **BIO** As the ruler of Zalesia, Nikolas Powers was entrusted by King Grayskull to guard the city's great magical objects — the Havoc Staff and the mystical Ram Stone. Powers was a core member of Grayskull's Council of Elders, great mages from across Eternia who had the wisdom to tap into the planet's hidden magical secrets. But by marrying and having a daughter, he broke the Elders' treaty with King Hssss to not produce any heirs. Powers was stripped of his humanity, condemned to never leave Zalesia and forced to watch his beloved city destroyed by Serpos. Now called "The Faceless One," he asked the wizard-warrior He-Ro to use the power of Central Tower to send his daughter Evelyn into the future. There, with his immortality, he hoped to raise her away from the terror of the Great Wars.

CARTOON CORNER The Faceless One was a character created for the 2002 MYP MOTU cartoon series, appearing in the episodes "Lessons" (where he made his debut and was revealed to be Evil-Lyn's father) and "The Price of Deceit." The character also played a role in the tie-in comic book series.



ACCESSORIES

THE RAM STONE The Ram Stone was introduced in the 2002 MYP MOTU cartoon episode "Lessons." It appeared in a total of three episodes and was destroyed by He-Man in an episode titled "The Last Stand." An official bio for the Ram Stone was revealed on He-Man.org on September 28, 2020.

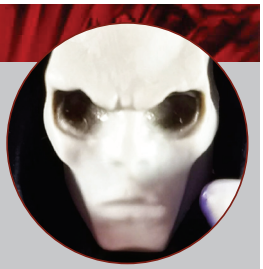
MOTUC #058 • AFFILIATION None • SUBSCRIPTION Club Eternia 2011 • PRICE $20 • ORIGINAL RELEASE MattyCollector.com (June 15, 2011) • RELEASE TYPE Carded Figure

SAME AS The Faceless One came packaged with a re-release of Skeletor's Havoc Staff, the head of which was cast in semi-translucent red plastic. The official bio for this version of the Havoc Staff can be found on page 595.

RAM STONE
Enchanted Totem of Zalesia

The Ram Stone was the mystical totem of the city of Zalesia for generations. Created by their sorcerer kings of old, the Ram Stone possessed the last remnant powers of the slain mystic god beast Bash-Or and could summon his likeness as a powerful unstoppable force. The Ram Stone's power kept the Snake Men at bay for centuries, but when King Nikolas assumed the throne, he joined the rebellion of King Grayskull. Although Nikolas agreed, as part of a peace treaty, not to produce an heir of his own, he loved his wife Queen Maligna too much to deny her a child. Tragically, the birth of his daughter cost Maligna her life and restarted the Great Wars, leaving Zalesia in ruins and Nikolas cursed as the Faceless One. Thousands of years later, Skeletor and Nikolas' wayward daughter Evil-Lyn tried to use the Ram Stone to breach Castle Grayskull, forcing He-Man to seemingly destroy it. Later the Sorceress helped the Faceless One reform the Ram Stone to contain Bash-Or's rampaging spirit, and it was kept in Castle Grayskull thereafter.

TRIVIA



The following copy was written for the Faceless One's sales page on MattyCollector.com: "Despite his best intentions, this dutiful dad couldn't stop the apple that is Evil-Lyn from falling far from the paternal tree. Fully articulated and beautifully sculpted by the Four Horsemen, the Faceless One includes his Havoc Staff and removable Ram Stone, making it all the easier to take down his enemies when the right time arrives."

A total of 11 all-new characters that made their debut in the MYP MOTU cartoon were given figures in MOTUC. Faceless One was the third.

ALTERNATE VIEWS

The Faceless One utilized the standard male torso, biceps, right hand, and upper legs, Hordak's gloves, Count Marzo's left hand, Skeletor's boot tops, and Keldor's feet.

Featured on the Faceless One's cardback were Evil-Lyn, Skeletor, Preternia Disguise He-Man, King Grayskull, and He-Ro.

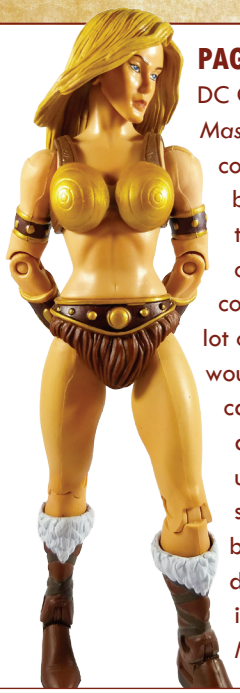
GALLERY

BATTLEGROUND TEELA

Heroic Heir to the Sorceress

ACCESSORIES

REAL NAME Teela **BIO** After being wounded by King Hssss' venom, the Sorceress of Grayskull knew her time was short. She quickly arranged a mission with Teela to the Elders' training citadel in the Polar Ice Cap. Here, the Sorceress revealed Teela's true heritage, that she was secretly her magically cloned daughter and destined to become the next guardian of the Castle Grayskull and its secrets! Although in a state of disbelief, Teela knew in her heart that her mother spoke the truth, and trained with the Sorceress until the venom at last overtook her. Returning to Grayskull as the new guardian, Teela uses her new magic to protect the Power of Grayskull and guard the safety of all Eternia.



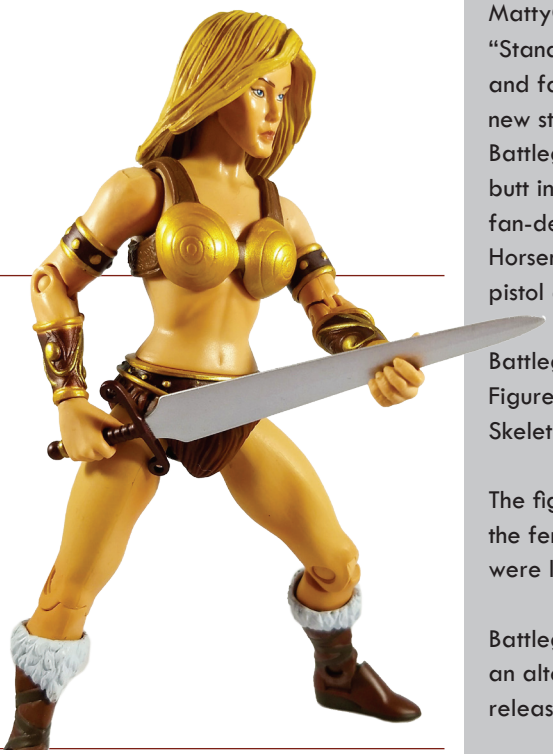
PAGE TO PLASTIC

DC Comics published a *Masters of the Universe* comic in the early 80s, before the debut of the Filmation MOTU cartoon. While the comic established a lot of plot elements that would later become canon, there were some designs that stayed unique to the comic series, one of them being Teela wearing a decidedly more barbarian outfit. Fans latched onto the idea of getting this version of Teela in figure form, and Mattel obliged with Battleground Teela in June of 2011.

GALLERY

MOTUC #059 • AFFILIATION Heroic Warriors • SUBSCRIPTION N/A • PRICE $20 • ORIGINAL RELEASE MattyCollector.com (June 15, 2011) • RELEASE TYPE Carded Quarterly Figure

READY, AIM Battleground Teela's gun was a newly-sculpted piece and was based upon a weapon she used in her 1980s DC Comics appearance.

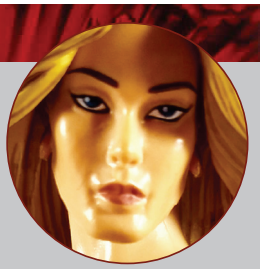


EN GUARDE Like her gun, Battleground Teela's sword was a newly-sculpted piece based upon a weapon she used in her 1980s DC Comics appearance. This sword was released again with the Queen Marlena and Flutterina figures.

A HEAD OF THE REST
Battleground Teela's head worked quite well as an alternate portrait for the original Teela figure for collectors who preferred the character's traditional costume.

PLASTIC PAIRING? Even though Vikor was actually an early design for He-Man, this early version of Teela remained Teela in the MOTUC canon. Many fans, including the MOTUC brand manager, opted to consider Battleground Teela as a unique character instead, often pairing her with Vikor on their shelves as a Preternian Heroic Warrior.

TRIVIA



The following copy was written for Battleground Teela's sales page on MattyCollector.com: "Stand aside, lesser sci-fi and fantasy babes… the new standard has arrived! Battleground Teela is ready to kick all kinds of butt in her smashingly fashionable metal bikini. This fan-demanded figure was sculpted by the Four Horsemen and comes complete with sword, laser pistol and molded 'fur' short shorts."

Battleground Teela was the second Quarterly Figure released in 2011, after Battle Armor Skeletor.

The figure was lacking the thigh swivel that most of the female figures had. These points of articulation were likely dropped for aesthetic reasons.

Battleground Teela's head sculpt was included as an alternate head with the Ultimate Teela figure released by Super7 in 2017.

Featured on Battleground Teela's cardback were Evil-Lyn, Man-At-Arms, He-Man, Zodak, and Chief Carnivus.

CLAWFUL

Warrior with the Grip of Evil!

ACCESSORIES

REAL NAME Pronounced through a series of claw clicks **BIO** A member of the Karikoni, an Eternian race of crustacean warriors, "Clawful," as he was known outside of Orkas Island, became a core member of Skeletor's Evil Warriors after he saved Beast Man's life from a Seclapoid attack. Clawful's hard shell protects him from both extreme heat and cold. Under a spell cast by Evil-Lyn, Clawful's dull wits were enhanced, turning him into a keen warrior and strategist. He fought alongside Skeletor, leading a battalion of Skeleton Warriors during the Second Ultimate Battle Ground. Clawful uses his dreadful claw to work his evil will!

VINTAGE VAULT The vintage Clawful action figure was first released as part of the original toyline's third wave in 1984. The figure came with removable armor and a green mace.

UPDATES The vintage Clawful figure came in two versions: one which utilized Skeletor's legs, and another which utilized Buzz-Off/Whiplash's legs. The MOTUC figure came with the latter.

HEADS UP In 2015, Mattel released "Heads of Eternia," a six-pack of character heads based upon their designs in the 2002 MYP MOTU cartoon. Clawful received a new head sculpt in this pack. The official bio for this alternate head — dubbed "Cunning Clawful" — can be found on page 593.

MOTUC #060 • AFFILIATION Evil Warriors • SUBSCRIPTION Club Eternia 2011 • PRICE $20 • ORIGINAL RELEASE MattyCollector.com (July 15, 2011) • RELEASE TYPE Carded Figure

TASTE THE MACE While the vintage figure's mace was a rather generic weapon that was re-used with different figures, here the club was given a slightly more character-specific design. Instead of simply giving collectors a green version of the Eternian Palace Guards' club, Clawful's club featured a small seashell design at its base.

SHIELD ME Clawful's shield was a new accessory created specifically for this figure. This shield was released again, in green plastic, in Weapons Pak #3 (Great Unrest Assortment) in 2012.

THE CLAW Just like his vintage predecessor, the MOTUC Clawful had a large, spring-loaded right claw.

UPGRADE Clawful's shield was re-released in green in Weapons Pack #4 (Great Unrest Assortment) in October of 2012.

GALLERY

TRIVIA

The following copy was written for Clawful's sales page on MattyCollector.com: "Get a grip, Clawful… thanks to the mercy of the Evil Warrior Goddess, you've got nothing to be crabby about and your enemies have everything to fear! Featuring full articulation all the way down to that cataclysmic claw, he includes a vintage-style mace and shell-inspired shield. Combined with an awesomely over-sized appendage, it's nearly impossible for adversaries to escape his powerful clutch!"

The back of the figure's armor resembled a crab shell, which was a nod to the character's 2002 redesign. This portion of the figure's armor was removable; the front was not.

A new Clawful figure, sculpted after his design in the Filmation MOTU cartoon, was released as part of the Club Grayskull line in 2016. In addition to a new version of his club, the figure also included the Horn of Evil.

Featured on Clawful's cardback were Evil-Lyn, Skeletor, Mer-Man, Beast Man, and Tri-Klops.

QUEEN MARLENA

Heroic Queen of Eternia

ACCESSORIES

REAL NAME Marlena Glenn **BIO** An explorer from planet Earth, Marlena traveled with two companions in an experimental warp ship through a dimensional rift. Crash landing on Eternia, Marlena was the ship's only survivor, rescued from certain death by a young Captain Randor. Falling in love with him, Marlena chose to remain on Eternia as Randor's wife and eventually served as Queen after the end of the Great Unrest. Although her children do not suspect it, she is well aware of both Adam and Adora's dual identities and is proud of her warrior twins. Often assigned diplomatic duties, Marlena has been trained by Duncan and Clamp Champ and has led Randor's armies into battle in times of need. Queen Marlena helps rule the free people of Eternia with her wisdom and strength.

CARTOON CORNER Queen Marlena's appearance has varied greatly over various forms of media (cartoons, comics, etc.). This action figure was based entirely on her Filmation MOTU cartoon design, which is easily the most recognizable look for the character.

DUAL PERSONALITIES Queen Marlena came packaged with two heads and all of the clothing and accessories necessary to display her as either Queen Marlena (Monarch of Eternia) or Captain Glenn (Astronaut from Earth). The figure was packaged wearing the Queen Marlena head and outfit, with the card bubble reading "Queen Marlena," exclusively at San Diego Comic-Con in July of 2011. When the figure went on sale to the general public on MattyCollector.com later that same month, the figure was packaged wearing the Captain Glenn head and outfit, with the card bubble reading "Captain Glenn." Aside from these packaging differences, and the unique bios given to the Queen and Captain, the figures were identical and came with the same accessories.

MOTUC #061A • AFFILIATION The Royal Family **• SUBSCRIPTION** N/A **• PRICE** $25
• ORIGINAL RELEASE San Diego Comic-Con (July 21-24, 2011) **• RELEASE TYPE** Carded Figure

< WELL STAFFED Queen Marlena's staff, which was a newly-sculpted piece, was designed to pair well with the staff that came with the King Randor figure.

EN GUARDE > Queen Marlena's sword was a repaint of Battleground Teela's sword, with the hilt in black and green instead of brown.

< HERE KITTY Queen Marlena came with a pack-in Cringer figure. While well sculpted, the green cat was slightly under-scaled and featured only one point of articulation (at the neck).

GALLERY

TRIVIA

The following copy was written for Queen Marlena's sales page on MattyCollector.com: "The good queen of Eternia is finally here to complete the Eternos Royal Family. Marlena isn't arriving empty handed… she includes her royal green dress, scepter and sword, plus an interchangeable space helmet head, rifle and blaster pistol to transform her back into her fighting days as Captain Glenn, Heroic Galactic Adventurer! And as an added accessory, Queen Marlena includes Cringer, Prince Adam's loyal pet and secret identity of Battle Cat!"

The back of Queen Marlena's packaging did not contain a bio for Cringer. His official bio was finally revealed on-line at He-Man.org on September 10, 2018 (*see page 584*).

Queen Marlena (and Captain Glenn) retailed for $25 at a time when regular figures in the MOTUC line cost $20.

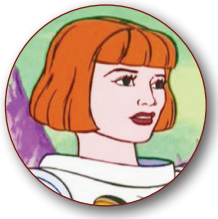
Featured on Queen Marlena's cardback were King Randor, Prince Adam, Adora, Orko, and Eternian Palace Guards.

CAPTAIN GLENN

Heroic Galactic Adventurer

ACCESSORIES

REAL NAME Marlena Glenn **BIO** Before she was Queen of Eternia, Marlena Glenn was a heroic explorer and space captain from Planet Earth. Along with her courageous crew, she traveled the stars in search of new sources of fuel for her homeworld. A crack shot with almost any laser rifle, she prefers a Higuchi 1114 model for its speed and accuracy. On many adventures she learned to rely not only on her strength and courage but her intellect as well. After completing her assignment with Project Photog, Marlena volunteered to pilot an experimental warp ship through a black hole. Arriving in the center of her dimension, she became the first Earthling to make contact with the magical planet of Eternia. Late in life, she used the power of the Cosmic Key to return to her homeworld, discovering a great secret that linked the two planets she called home!



CARTOON CORNER The idea of Queen Marlena being an astronaut from Earth named Captain Marlena Glenn was first introduced in a 1982 DC Comics mini-series. Her story was later depicted in the Filmation MOTU cartoon episode "Teela's Quest," in which she used a new device to project her memories for Adam to witness the events that led to her crash on Eternia. Further details were provided in the episodes "The Rainbow Warrior," which showed the aftermath of the crash and her first encounter with Randor.

ALTERNATE VIEWS Captain Glenn/Queen Marlena appeared to use the standard female shoulders, biceps, hands, and upper legs, along with Adora's forearms and feet and She-Ra's boot tops. The female torso piece was typically hidden, but it's possible she may have utilized Adora's torso as well.

MOTUC #061B • AFFILIATION The Royal Family • SUBSCRIPTION N/A • PRICE $25 • ORIGINAL RELEASE MattyCollector.com (August 1, 2011) • RELEASE TYPE Carded Figure

HATS OFF The figure's helmet was comprised of three parts: the clear front piece, the silver back piece, and the removable collar.

GUNS OUT Captain Glenn's rifle was a newly-sculpted piece and was based on a weapon carried by Skeletor's troopers in the 1987 *Masters of the Universe* movie.

DÉJÀ VU Captain Glenn's pistol and holster first appeared with the Adora figure.

GALLERY

TRIVIA

The following copy was written for Captain Glenn's sales page on MattyCollector.com: "Fresh from the battle field, Captain Glenn arrives armed with her rifle and blaster pistol. She's not arriving empty handed… the good Captain includes her royal green dress, scepter and sword, plus an interchangeable head, to transform her into Queen Marlena! And as an added accessory, she includes Cringer, Prince Adam's loyal pet and secret identity of Battle Cat."

In the Filmation MOTU cartoon, Captain Glenn's astronaut uniform was white, but in order for Queen Marlena / Captain Glenn to utilize the same arms, the uniform was changed to green to match the Queen's dress. The removable uniform piece appeared to share sculpting with Adora's outfit.

Plans to eventually release a more properly-scaled Cringer in MOTUC never came to fruition.

Featured on Captain Glenn's cardback were King Randor, Prince Adam, Adora, Orko, and Eternian Palace Guards.

FAKER vs BIZARRO

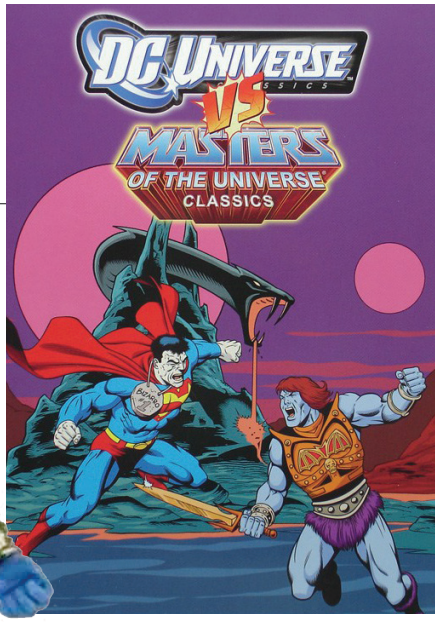
Evil Robot of Skeletor Imperfect Duplicate

ACCESSORIES

REAL NAME Faker **BIO** Originally built by Man-At-Arms to cover for He-Man when Prince Adam is needed, Faker was abandoned in the royal junkyard after his first mission and salvaged by the evil warrior Tri-Klops. At the request of Skeletor, Faker was reprogrammed to replace He-Man and convince the people of Eternia that He-Man had betrayed King Randor and turned to evil.

BACKGROUND In 2011, Toys R Us released three more DC Universe vs. Masters of the Universe 2-packs. But before hitting retail, Battle Armor Faker vs. Bizarro was first released at SDCC in July.

FREE POSTER! Like the Mer-Man/Aquaman and Stratos/Hawkman 2-packs, this 2-pack came packaged with a mini-poster depicting the two characters in battle.



UPDATES Battle Armor Faker was basically identical to the original version of the character, but this time came packaged with Skeletor's Battle Armor in orange plastic, as well as the three swappable chest plates.

EN GUARDE Faker came armed with an orange version of the Power Sword, making its 13th appearance in the MOTUC toyline.

MOTUC #062 • AFFILIATION Evil Warriors • SUBSCRIPTION N/A • PRICE $29.99 • ORIGINAL RELEASE San Diego Comic-Con (July 21-24, 2011) • RELEASE TYPE Figure 2-Pack

WHAT'S THE DAMAGE? Just like the previous Battle Armor figures, Faker dropped the vintage action feature in favor of three swappable chest plates (undamaged, one slash, and two slashes) that could be inserted by removing the armor and replacing the plate.

REAL NAME None **BIO** Created to be a duplicate of Superman, Bizarro is proof positive that things don't always work out the way they're supposed to. He has caused plenty of trouble for Superman, sometimes "teaming up" with villains who take advantage of his limited intellect. Heroes who underestimate Bizarro, however, are soon reminded that, like Superman, he possesses a formidable array of superpowers. There's only one thing you can count on with Bizarro — at every turn, he'll insist on doing the opposite of Superman.

BATTLE ARMOR FAKER

Evil Armored He-Man Imposter

During his exile on Anti-Eternia, Faker resentfully served the evil Anti He-Man as a double agent. Posing as his universe's He-Man, Faker was accepted as an ally by Anti Keldor and his band of heroic rebels. So taken was Anti Keldor with "He-Man" that he presented him with enchanted Battle Armor as a token of goodwill. Because he was originally programmed to destroy He-Man and obey Skeletor above all others, Faker's computer brain struggled to process the strange inverse world of Anti-Eternia and began to perceive Anti Keldor as Skeletor. Thus, much to Anti He-Man's outrage, Faker's loyalties unexpectedly shifted when he used his Battle Armor to shield Anti Keldor from a sneak attack by Anti Man-At-Arms and Anti Orko. Later, when Faker received a secret interdimensional summons, the heroic scientific genius Anti Beast Man helped him return to his own world. Though Faker rejoined the resurrected Skeletor on Eternia, he kept Anti Keldor's Battle Armor as a mark of respect. Afterwards, Anti Keldor was shocked to learn that Faker was actually an evil android and not the legendary He-Man of the parallel universe.

TRIVIA

The Bizarro figure was a slightly brighter repaint of his original release in the DC Superheroes line, and included the "Bizarro #1" necklace that was first released with a later repaint in the same line.

Battle Armor Faker's bio was identical to his single-carded release from earlier in the line. A new, official bio for Battle Armor Faker ("Evil Armored He-Man Imposter") was revealed on He-Man.org on July 29, 2019.

Two more 2-packs were released by Toys R Us in 2011: Zodac / Green Lantern and She-Ra / Supergirl.

PACKAGE ART The back of the packaging featured artwork and bios for both characters.

MAN-E-FACES

Human…Robot…Monster!

ACCESSORIES

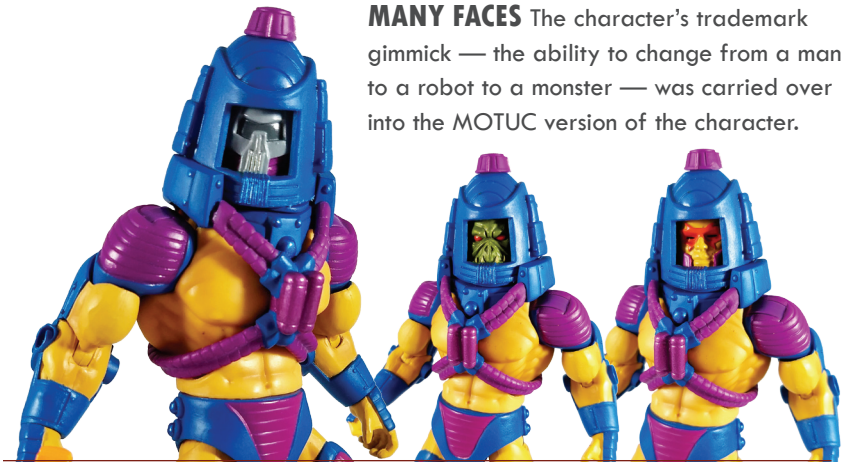
REAL NAME Perkaedo **BIO** Once the greatest actor on Eternia, Perkaedo, a master of disguise, performed before King Randor and Queen Marlena at Prince Adam's 18th birthday celebration. It was here that he drank a magic potion, secretly created by Skeletor, that transformed him into an evil monster with incredible strength. With the help of He-Man and the Sorceress, Perkaedo was cured from this transformation, but the process left him forever split between not just two but three personalities. He now uses his powers to protect justice in his greatest role: as Man-E-Faces, the man who is three warriors in one: human, robot or monster!

VINTAGE VAULT The vintage Man-E-Faces action figure was first released as part of the original toy-line's second wave in 1983. The figure came armed with an orange laser gun.

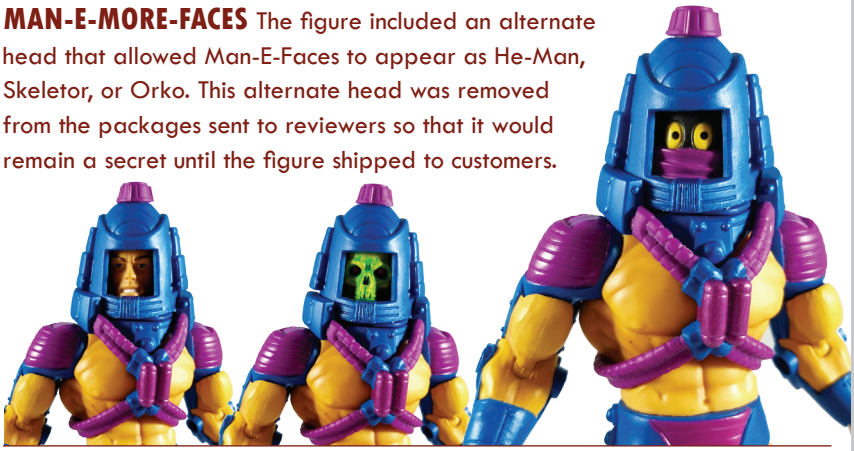
UPDATES In the vintage figure line, Man-E-Faces' cross-sell art featured flesh-toned skin on the figure's torso, but the figure itself was orange. For the MOTUC figure, Mattel ran a fan poll to decide how the modern iteration of the figure should look: like the old toy, like the old art, or a compromise between the two. The majority of the votes went to the "compromise" option, and so the final figure's torso color was a mix of flesh and orange. Man-E-Faces used the same biceps, forearms, hands, shorts, legs, and feet as parts as Trap-Jaw/Kronis. All other parts were newly sculpted.

GUNS OUT Just like his vintage action figure, MOTUC Man-E-Faces came armed with an orange laser gun.

MOTUC #063 • AFFILIATION Heroic Warriors • SUBSCRIPTION Club Eternia 2011 • PRICE $20 • ORIGINAL RELEASE MattyCollector.com (August 15, 2011) • RELEASE TYPE Carded Figure

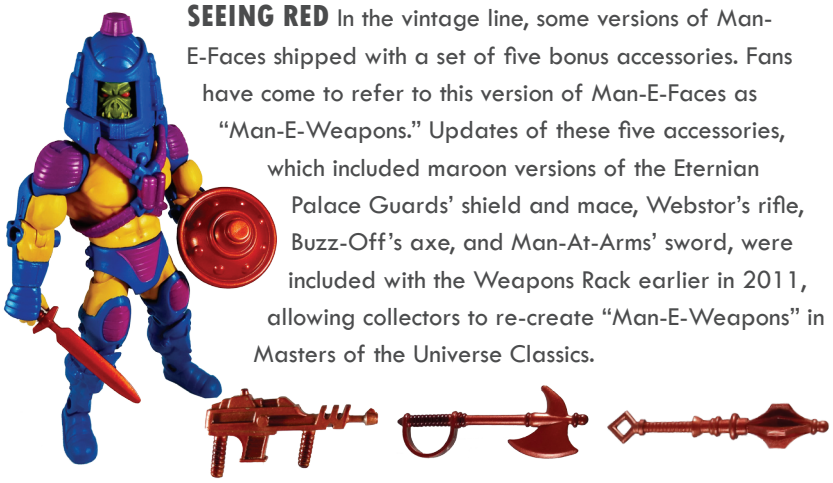


MANY FACES The character's trademark gimmick — the ability to change from a man to a robot to a monster — was carried over into the MOTUC version of the character.



MAN-E-MORE-FACES The figure included an alternate head that allowed Man-E-Faces to appear as He-Man, Skeletor, or Orko. This alternate head was removed from the packages sent to reviewers so that it would remain a secret until the figure shipped to customers.

SEEING RED In the vintage line, some versions of Man-E-Faces shipped with a set of five bonus accessories. Fans have come to refer to this version of Man-E-Faces as "Man-E-Weapons." Updates of these five accessories, which included maroon versions of the Eternian Palace Guards' shield and mace, Webstor's rifle, Buzz-Off's axe, and Man-At-Arms' sword, were included with the Weapons Rack earlier in 2011, allowing collectors to re-create "Man-E-Weapons" in Masters of the Universe Classics.



GALLERY

TRIVIA

The following copy was written for Man-E-Faces' sales page on MattyCollector.com: "Don't dare call him two-faced ... he's actually got three, and this figure has them all! This former actor from Eternia makes his grand entrance featuring turnable faceplates that reveal three very different personalities. Take Man-E-Faces from Monster to Human to Robot, all in service of the fight for justice. This fully articulated figure comes with his trademark laser gun, plus a top-secret accessory. Sorry, we can't spoil the surprise, but all will be revealed when you open the box!"

Mattel considered packaging the figure with an unhelmeted head or a second "transforming" head that referenced other fictional archetypes like a pirate or a ninja.

A new Man-E-Faces figure, sculpted after his design in the classic Filmation MOTU cartoon, was later released as part of the Club Grayskull line.

Featured on Man-E-Faces' cardback were Roboto, Moss Man, He-Man, Buzz-Off, and Battleground Teela.

MEGATOR
Evil Giant Destroyer

ACCESSORIES

REAL NAME Moleb the Demolisher **BIO** An Eternian giant in service to Hordak, Megator led Hordak's troops in battle during the Great Wars. He was recruited to help bolster the Horde's ranks after Tytus and several other giants from the Mountains of Perpetua allied themselves with King Grayskull. Megator was killed during the First Ultimate Battleground, caught in the iron jaws of Central Tower when the Three Towers sank into Sub-Ternia. His remains were discovered millennia later by King Hssss, who magically reanimated him into a mindless zombie. Megator served King Hssss and fought against Hordak and the Masters of the Universe in the Second Ultimate Battleground until once again dying on the battlefield.

VINTAGE VAULT In 1987, with sales of the vintage Masters of the Universe toyline beginning to dwindle, Mattel made plans for a new line called the Powers of Grayskull, which would feature toys based on a storyline taking place in Eternia's past. While the line as a whole was cancelled before Powers of Grayskull could be fully released, two PoG figures — Tytus and Megator, who both also happened to be MOTU's first giant figures — were given a limited release in Italy. In 2011, Megator joined Tytus and He-Ro (and, later, Eldor) among Powers of Grayskull characters finally given a proper release in MOTUC.

HAIR DON'T The vintage Megator figure featured rooted hair, but the MOTUC version had molded plastic hair instead. The included alternate "zombie" head featured rooted hair.

HEADS UP The figure included an alternate zombie head, the presence of which was explained in the figure's bio. This alternate head was removed from the packages sent to reviewers so that it would remain a secret until the figure shipped to collectors.

MOTUC #064 • AFFILIATION Evil Horde / Snake Men **• SUBSCRIPTION** N/A **• PRICE** $40 **• ORIGINAL RELEASE** MattyCollector.com (August 15, 2011) **• RELEASE TYPE** Oversized Figure

SAME AS Megator shared many parts with the previously-released Tytus, including the shoulders, biceps, forearms and upper legs. Among Megator's new parts were his heads, torso, loin cloth, and lower legs/feet.

SIZE MATTERS The vintage Megator figure was 15" tall, making it three inches taller than the MOTUC Megator, even though the MOTUC line was a larger scale than the vintage Masters of the Universe figures.

WELL ARMED Megator's flail featured a real metal chain.

GALLERY

TRIVIA

The following copy was written for Megator's sales page on MattyCollector.com: "He's already died in battle twice, but he's back for more... and we've got him! Originally released in 1987 overseas only, this former servant to the evil King Hssss has returned as a fully articulated figure ready to wreck havoc! This 12" beast is just begging to bludgeon someone using his vintage mace (with a real metal chain!). Megator also arrives with a special accessory that allows you to transform him between eras, but you'll have to face him down and open the box to reveal that secret. You're not afraid of a lil' ol' Evil Giant Destroyer, are you?"

Megator's alternate head made him the only figure released in MOTUC with rooted hair.

Some of Megator's newly-tooled parts would later be re-used for the Procrustus figure.

Featured on Megator's cardback were Hordak, King Hssss, Moss Man, He-Ro, The Goddess, King Grayskull, and Preternia Disguise He-Man.

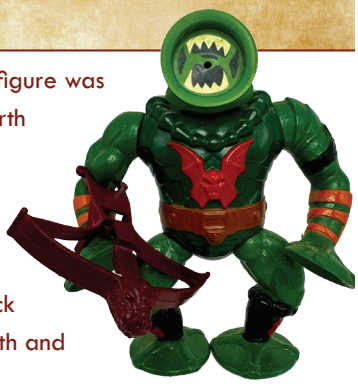
LEECH

Evil Master of Power Suction

ACCESSORIES

REAL NAME K'ull'leusshhhh **BIO** A Slebetor Slug-man from deep in the Lake of Gnarl, Leech was called from the depths by a magic spell cast by Hordak to bolster his forces against King Grayskull and the Snake Men during the Great Wars. Mindwiped by Hordak's lead witch, Leech became a loyal member of the Horde Army, using his magically enhanced energy-draining powers to suck enemies of their strength. He later played a key role in the Horde's fight against the Great Rebellion after Hordak claimed Etheria as a new homeworld during their banishment in Despondos. When called upon in battle, Leech sucks the power from his enemies!

VINTAGE VAULT The vintage Leech action figure was released as part of the original toyline's fourth wave in 1985, when the Evil Horde was first introduced into the Masters of the Universe storyline. The figure, which came armed with a crossbow and had suction cups for hands and feet, also had a button on his back which helped create a seal between his mouth and smooth surfaces.



UPDATES The MOTUC version of Leech was a faithful update of the vintage action figure. The most notable difference between the two was the lack of a suction action feature with the MOTUC version. The MOTUC Leech's hands and feet, while smooth and flat, did not function as suction cups. Also, like Hordak and Grizzlor, the MOTUC Leech came with a Horde arm band, except his was permanently attached to his shoulder armor. The only existing parts that Leech utilized were the standard male shoulders, biceps, and upper legs.

FACE LIFT Because the MOTUC version of Leech abandoned the suction cup mouth of its vintage predcessor, the figure's head sculpt was a bit of a redesign/reimagining of the character's design, giving him a more realistic portrait.

MOTUC #065 • AFFILIATION Evil Horde • SUBSCRIPTION Club Eternia 2011 • PRICE $20 • ORIGINAL RELEASE MattyCollector.com (September 15, 2011) • RELEASE TYPE Carded Figure

DON'T CROSS ME Like his vintage predecessor, MOTUC Leech came armed with a maroon crossbow, which could clip to either of his forearms.

THIS SUCKS While most of Leech's articulation was standard for the line, he was given additional wrist articulation in order to strike "power sucking" poses with his hands. He could also do hand stands.

STUCK ON YOU Leech's second accessory was a "Horde Net," which was a newly created piece without precedence in any prior MOTU storyline or toy. The suction cups on the net allowed Leech to "capture" his enemies and stick them to a smooth surface, and a call-out on the figure card read, "NET REALLY STICKS TO SMOOTH SURFACES!"

GALLERY

TRIVIA

The following copy was written for Leech's sales page on MattyCollector.com: "You won't need a mop to clean up after the slippery, slimy servant of Hordak. When Leech drains the life-force from an opponent he leaves nothing but an empty shell behind! One of the five original members of the Evil Horde, this collection-essential figure comes complete with a vintage Horde-issued crossbow and a net accessory that really sticks to walls! Sculpted by the Four Horsemen, Leech features an all-new fully articulated torso to capture his extra bulky build."

Leech's net accessory was unfortunately made with a brittle rubber that tended to crack over time.

Mattel considered including an alternate head for Leech that would have been sculpted to more closely resemble the vintage figure's head, complete with suction cup mouth, but this was dropped for budgetary reasons.

Featured on Leech's cardback were Hordak, Grizzlor, Catra, She-Ra, and Bow.

HURRICANE HORDAK

Ruthless Leader with Wicked Whirling Weapons

REAL NAME Hec-Tor Kur **BIO** After being released from exile in Despondos by Evil-Lyn, Hordak returned to Eternia with his ageless army to once again claim the planet's hidden magical properties for his own. Finding his former pupil Skeletor on the throne of Eternos Palace following the apparent death of King Randor, Hordak upgraded his armor with a Hurricane Blaster which he used to not only challenge the Lord of Destruction but also drive the Snake Men back into the Void. After ripping through the walls of Snake Mountain, Hurricane Hordak cast off his battle shield and advanced on Skeletor, whirling his thunderball mace!

VINTAGE VAULT The vintage Hurricane Hordak action figure was released as part of the original toyline's fifth wave in 1986. The figure sported a "robotic" arm that spun three interchangeable weapons when a flywheel on figure's back was turned.

UPDATES Like its vintage predecessor, the MOTUC Hurricane Hordak came with a robotic right arm to which three different weapons could be attached. The MOTUC figure lacked the spinning action figure of the vintage figure, however.

ACCESSORIES

GALLERY

MOTUC #066 • AFFILIATION Evil Horde • SUBSCRIPTION N/A • PRICE $20
• ORIGINAL RELEASE MattyCollector.com (September 15, 2011) • RELEASE TYPE Carded Quarterly Figure

TAKING FLIGHT The first of Hordak's three attachments were these "bat blades."

TASTE THE MACE Hurricane Hordak's second attachment was this 3-headed "thunderball mace."

CUTS DEEP Last but not least, Hurricane Hordak came armed with a 4-pronged "fork pincher."

ALTERNATE VIEWS The figure utilized a smooth ab-piece to give the illusion that the figure's armor went all the way down to the belt. Both this smooth ab piece and the upper torso were molded in shiny gold to keep the look consistent. With the exception of the right forearm, the figure was comprised completely of parts from the original Hordak figure.

DIALING IT IN The vintage Hurricane Hordak figure featured a big red dial on its back which, when turned, would cause his weapon attachments to spin. While this action feature was not included with the MOTUC Hurricane Hordak figure, the red dial was still sculpted onto the back of his armor.

TRIVIA

The following copy appeared on Hurricane Hordak's sales page on MattyCollector.com: "He-Man and Skeletor both had better watch their backs… there's big trouble brewing on the horizon when Hordak returns armed with a vicious hurricane blaster attachment that includes his bat blades, thunderball mace and fork pincher! Sculpted by the Four Horsemen and fully articulated, his armor is removable for those quieter moments when Hurricane Hordak plots his re-invasion of Eternia."

Hurricane Hordak's three weapon attachments were compatible with the Trap Jaw, Spikor, Horde Prime, Cy-Chop, and Roboto figures as well.

Hurricane Hordak came with the same Horde arm band that the original Hordak figure featured.

Hurricane Hordak's three spinning blade attachments were cast in black plastic and included in Weapons Pak #4 (End of Wars Assortment) in 2013 for use with Trap Jaw.

Featured on the figure's cardback were Battle Armor Skeletor, Leech, Catra, and Battle Armor He-Man.

ZODAC vs GREEN LANTERN

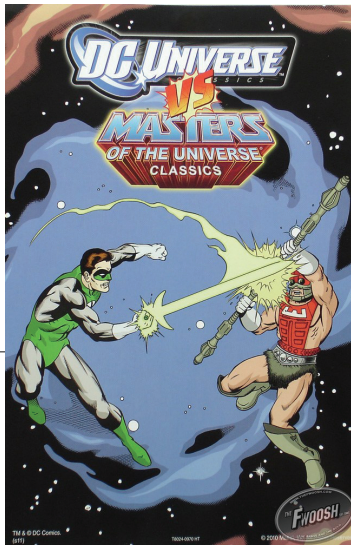
Cosmic Enforcer — Cosmic Crusader

REAL NAME Zodac Zur **BIO** Once a member of Eternia's Council of Elders who had transformed themselves into spirits residing within the walls of Castle Grayskull, Zodac chose to retain his human form and left Eternia after King Grayskull's demise. Finding peace among the stars, Zodac was recruited by the Overlords of Trolla to become a Cosmic Enforcer, beings tasked with maintaining neutrality throughout the universe. Although Zodac no longer calls Eternia home, the constant struggle over the Sword of Power has often called him back to his native planet to maintain the eternal balance between good and evil.

BACKGROUND

Zodac vs. Green Lantern was the second of three DC Universe vs Masters of the Universe 2-packs released exclusively to Toys R Us in 2011.

FREE POSTER! The 2-pack came packaged with a mini-poster depicting the two characters in a battle scene. It is noteworthy that Zodac was depicted wielding a gray version of the Zodak staff instead of his signature gun.



ACCESSORIES

UPDATES This version of Zodac sported white gloves and closed-toe boots, giving him a look that more closely resembled his Filmation MOTU cartoon appearance.

MOTUC #067 • AFFILIATION Cosmic Enforcers • SUBSCRIPTION N/A • PRICE $29.99 • ORIGINAL RELEASE Toys R Us (2011) • RELEASE TYPE Figure 2-Pack

WELL-ARMED Green Lantern came packaged with the green machine gun construct that was originally released with the John Stewart figure in the DC Universe Classics line of action figures.

REAL NAME Hal Jordan **BIO** While training in a flight simulator, test pilot Hal Jordan was suddenly transported to the crash site of an alien spacecraft. The injured pilot passed on to Jordan his green ring and uniform. The ring allowed him to make real anything that he could imagine, from flying unaided through space to lifting mountains. With it, Jordan, chosen by the ring itself because of his fearlessness, must fight evil as a member of the Green Lantern Corps.

UPGRADE While Hal Jordan re-used the same sculpt as his release in the DC Universe line, his paint job was slightly different. He featured a metallic finish on the green parts of his costume, and a glossy finish on the black sections. There was also a pearl white finish to his gloves.

HEROIC COSMIC ENFORCER ZODAC

Heroic Master of the Cosmos

Sent by the Overlords to investigate the assassination of Zodac on Eternia, young Strobo was drawn into a web of intrigue when Slamurai brought him to a hidden lair where, to his shock, a living Zodac greeted him. There, Zodac told Strobo that he faked his death after a team of Elite Cosmic Enforcers were sent to murder him by their ancient leader, the Supreme Arbitor. Strobo listened in horror as Zodac revealed that the Supreme Arbitor and his "Elite Eleven" had become mad and corrupt in their question to enforce neutrality, pointing to secret atrocities committed in the name of cosmic balance, and without the benevolent Overlords' knowledge. Instructing Strobo to abandon the Enforcers and join the Heroic Warriors, Zodac made his survival known to King He-Man and the Sorceress Teela when he learned that the Supreme Arbitor planned on vaporizing the population of the Priman city Levitan to counterbalance the many resurrections caused by the Reawakening. With the aid of He-Man, Zodak, and eventually Zanthor, Zodac led a contingent of Heroic Warriors and Galactic Protectors into space to stop the insane Supreme Arbitor.

TRIVIA

Oddly, this version of Zodac sported armor that was glued in place, making it non-removable, whereas the original release Zodac had removable armor.

The only sculpted differences between this figure and the original single-carded Zodac were the hands and feet.

Zodac's bio on the back of the packaging was identical to his single-carded release from earlier in the line. A new bio for this version of the character (dubbed "Heroic Cosmic Enforcer Zodac — Heroic Master of the Cosmos") was revealed on He-Man.org on June 24, 2019.

The back of the packaging featured artwork and bios for both characters.

SHE-RA vs SUPERGIRL

Most Powerful Woman in the Universe

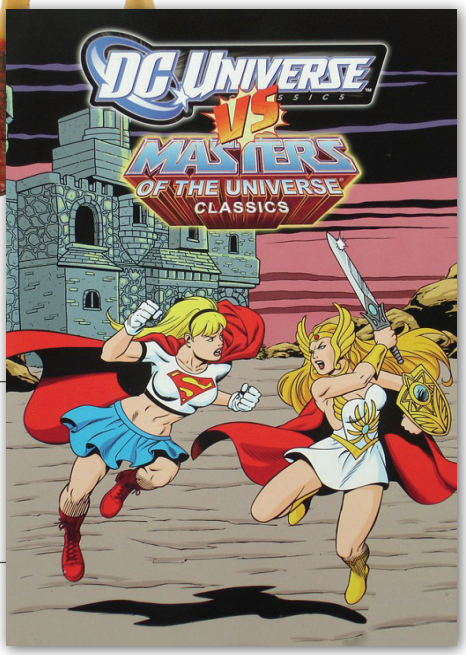
The Maid of Might

REAL NAME Adora of the House of Randor **BIO** Channeling the combined Power of the Universe and the Wisdom of the Elders of Eternia, Adora transforms into She-Ra, the most powerful woman in the universe. Her strength comes not from brute force but from sheer will and her cunning magical powers and healing abilities. She also has the power to communicate telepathically with animals. As both She-Ra and Adora, she helped lead the Great Rebellion of Etheria against the Horde invaders. Later, when Hordak found an escape to Eternia, she pursued him with the help of several of her friends and allies. Once there, the Princess of Power joined forces with the now-renegade Masters of the Universe who, without King Randor, had becomes outcasts in their own land, fighting against Hordak's new tyranny!

ACCESSORIES

BACKGROUND She-Ra vs. Supergirl was the third of three DC Universe vs Masters of the Universe 2-packs released exclusively to Toys R Us in 2011. It was also the seventh and final MOTUC vs DCUC 2-pack released ever by Mattel.

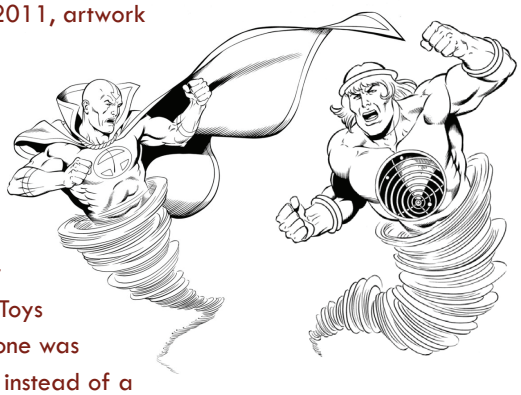
FREE POSTER! The 2-pack came packaged with a mini-poster depicting the two characters in a battle scene.



MOTUC #068 • AFFILIATION The Great Rebellion **• SUBSCRIPTION** N/A **• PRICE** $29.99 **• ORIGINAL RELEASE** Toys R Us (2011) **• RELEASE TYPE** Figure 2-Pack

REAL NAME Kara Zor-El **BIO** Superman's cousin from the planet of Krypton, Kara Zor-El arrived on Earth as a teenager. To protect her, Kara was secreted on Wonder Woman's home island of Themyscira. Unfortunately, Supergirl was abducted by the villain Darkseid and pitted against Superman in a battle for her soul. Ultimately, Superman won out and returned to Earth with Kara, who now wears a costume inspired by her cousin as the young heroine-in-training Supergirl.

CANCELED PLANS? In late 2011, artwork by Bob McLeod (the penciller behind the illustrations for all of the DC Universe vs. Masters of the Universe packages) surfaced on-line depicting Red Tornado vs. Sy-Klone. It was rumored that this would have been the 8th Toys R Us 2-pack. Note that Sy-Klone was incorrectly depicted with hair instead of a helmet. Fans speculated that Red Tornado might have been the long-awaited modern repaint that was promised but never released in DC Universe Classics. In addition to this artwork, it was later confirmed that 2-packs were also planned for Man-At-Arms and Batman, Trap Jaw and Deadshot, and Teela and Wonder Woman.



SHE-RA SAVIOR OF THE DARK HEMISPHERE

Heroic Champion of the Oppressed

Upon the destruction of her Despara persona, She-Ra finally joined her beloved family on Eternia. When Queen Marlena temporarily returned to Earth, She-Ra made a diplomatic visit to Eternia's forsaken Dark Hemisphere where she encountered its oppressed inhabitants. Sensing a kinship with those abused by the forces of evil, she set about defending the downtrodden peasantry and protected them against cruel tyrants and villains. Later, She-Ra employed the military training she received from General Sundar and willingly assumed the role of Captain of the Guard in the Third Ultimate Battleground where she was reunited with her long-lost love, Sea Hawk. When the magic of Castle Grayskull eventually restored She-Ra's youth, she was inspired to use the Scepter of Power to rejuvenate the Dark Hemisphere. King He-Man then encouraged his reluctant sister to accept the will of the grateful people, and She-Ra became the Dark Hemisphere's new queen. Subsequently, Adora and Sea Hawk married and began twin daughters, Honor and Hope. The intentions of Skeletor were unclear during this new age of unified Eternia, though none could have anticipated the truly monstrous plans he had in store.

Bio Notes: As the Horde has been overthrown at this point, She-Ra is free to return to her family on Eternia. • She-Ra as Captain of the Guard Sea Hawk's participation in the Third Ultimate Battleground are both depicted in the final MOTUC mini-comic.

TRIVIA

While She-Ra gained a two-tone silver sword with this 2-pack, she lacked the axe/comb, alternate head, and removable tiara from her original single-carded release.

The Supergirl figure was identical to the one that had been originally released in the DC Superheroes line (and later released again in a 2-pack with Lex Luthor in the DC Universe Classics line).

She-Ra's bio was identical to her single-carded release from earlier in the line. A new, official bio for this release of She-Ra (dubbed "She-Ra Savior of the Dark Hemisphere") was revealed on He-Man.org on August 5, 2019.

The back of the packaging featured artwork and bios for both characters.

ICARIUS
Daring Space Ace

REAL NAME TC Icarius Kaz **BIO** A great pilot from the cloud city of Levitan on planet Primus, Icarius is equipped and ready to "flip" into battle at a moment's notice. After his 18th birthday, he left home to join the Galactic Protectors. Rising to the rank of Lieutenant, Icarius traveled with Captain Hydron on his quest to find the legendary twin warriors prophesied to defeat the Horde Empire. Arriving on the distant planet Eternia shortly after the end of the Second Ultimate Battleground, they recruited not only He-Man and She-Ra, but several other members of the Masters of the Universe who were eager to pursue Skeletor into space. Nicknamed "Flipshot," Icarius utilizes a battle helmet, back-mounted jet pack and concussion grenade wrist rockets in battle against Skeletor and his new Space Mutant army.

VINTAGE VAULT The vintage Icarius (a.k.a. Flipshot) figure was released as part of the "He-Man" toyline's first wave in 1989. His spring-loaded wind-up left arm allowed him to do an acrobatic back-flip. His accessories included a removable helmet, jet pack, and wrist rockets.

UPDATES The MOTUC version of Icarius was a faithful update of the vintage action figure. The figure's jetpack (which was removable) featured wings that were articulated on hinges, allowing them to move forward and back.

ACCESSORIES

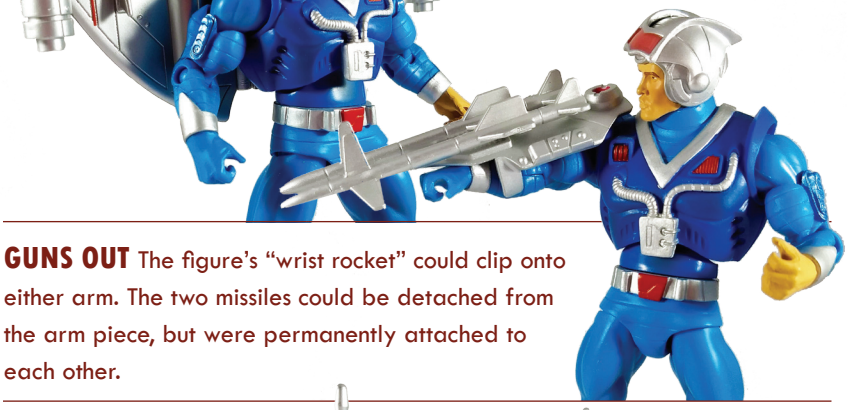
YOU CAN BE MY WINGMAN ANYTIME Icarius came with a second, unhelmeted head sculpt. There was no denying that this sculpt was based on actor Val Kilmer, circa *Top Gun*, which was an appropriate homage given that Icarius is a pilot.

MOTUC #069 • AFFILIATION Galactic Protectors **• SUBSCRIPTION** Club Eternia 2011 **• PRICE** $20
• ORIGINAL RELEASE MattyCollector.com (October 17, 2011) **• RELEASE TYPE** Carded Figure

I CAN SEE CLEARLY NOW The visor on the helmeted head featured translucent red plastic, was removable, and could be flipped up to fully reveal the figure's eyes.

ALTERNATE VIEWS Icarius utilized the standard male shoulders, hands, upper torso, and upper legs, Hordak's ab piece, and Bow's feet. All other pieces appeared to be newly sculpted.

FIRE AWAY The missiles on the ends of the figure's wings were separate pieces and could be "fired" with the flick of a finger.



GUNS OUT The figure's "wrist rocket" could clip onto either arm. The two missiles could be detached from the arm piece, but were permanently attached to each other.

GALLERY

TRIVIA

The following copy was written for Icarius' sales page on MattyCollector.com: "Space Mutants will say bye-bye when under attack from this fly guy! One of the key members of the Galactic Protectors from the Tri-Solar System, Icarius is ready to 'flip' into battle with his jet pack, wrist mounted missile launcher and chest armor. Sculpted in ruggedly handsome detail by the Four Horsemen, the sky's the limit when it comes to posing this jet jockey thanks to full articulation, flip-up visor and a second head that's helmet-free."

Icarius' "real name" was a reference to T.C. Chen, the Mattel engineer who worked on the vintage Icarius figure as well as the new one for MOTUC.

This character's name is actually "Flipshot," but for copyright reasons, Mattel could not use this name on the front of the packaging. Instead they went with the character's "real" name Icarius, which was the name the figure was given when it was released internationally in the "He-Man" toyline in 1989.

Featured on the figure's cardback were Hurricane Hordak, Skeletor, He-Man, Optikk, and Faker.

SNOUT SPOUT

Heroic Water-Blasting Firefighter

REAL NAME Jaxton **BIO** A peasant from Etheria, Jaxton was one of three athletes abducted by Hordak and cast into an experimentation matrix. There, like the others, Jaxton was grafted with cybernetic parts, giving him both amazing powers and a bizarre appearance. After crossing through a Laser Gate to Eternia with the Evil Horde, Jaxton escaped and joined with the renegade Masters of the Universe. Self-conscious about his appearance and called Snout Spout for his ability to blast water from his cybernetic trunk, Jaxton often feels that everyone is laughing at him. But when the Snake Men slither out and enemies attack, Snout Spout blasts them back with a super jet spray!

VINTAGE VAULT The vintage Snout Spout action figure was released as part of the original toyline's fifth wave in 1986. The figure squirted water out of its trunk when a button was pressed on its backpack. His fireman's axe could also be used upside-down to help aim the figure's trunk.

UPDATES The MOTUC version of Snout Spout faithfully updated its vintage predecessor. While the MOTUC version lacked the original's water-squirting action feature, its trunk featured an internal wire that allowed the trunk to bend into various poses. Unfortunately, many collectors quickly found that the pliable foam-like material of the trunk could tear and break very easily with repeated use.

ACCESSORIES

AXE TO GRIND The MOTUC Snout Spout came armed with a fireman's axe, just like his vintage predecessor. The handle of the axe could be used to hold up the figure's trunk in various poses.

MOTUC #070 • AFFILIATION Heroic Warriors • SUBSCRIPTION Club Eternia 2011 • PRICE $20 • ORIGINAL RELEASE MattyCollector.com (November 15, 2011) • RELEASE TYPE Carded Figure

ALTERNATE VIEWS The figure used the standard male torso, shoulders, biceps, and upper legs. His head, shorts, gloves and boots were newly-sculpted pieces.

SAVE ME The figure's second accessory was the jaws of life, an appropriate accessory for a fireman character. The tool was designed to resemble an elephant's face and was articulated.

INCREASED FACE VALUE In 2015, Mattel released "Heads of Eternia," a six-pack of character heads based upon their redesigns for the 2002 MYP MOTU cartoon and/or toyline. Snout Spout received a new head sculpt in this pack. The official bio for this design ("Galactic Protector Snout Spout") can be found on page 588.

GALLERY

TRIVIA

The following copy was written for Snout Spout's sales page on MattyCollector.com: "Once a mere mortal, this powerful pachyderm was forever transformed by the Horde's experimentation matrix. Now using his fully posable nose for good instead of evil, this highly detailed figure is ready to deliver a soaked smackdown to his foes! Includes 'jaws of life,' axe and removable backpack."

Fans who bought Snout Spout from MattyCollector.com were treated to a bonus sheet of faction stickers. These stickers could be applied to the card bubbles of figures that shipped at a time before Mattel began applying faction stickers to most figures in the line.

Featured on Snout Spout's cardback were Roboto, Buzz-Off, He-Man, Sy-Klone, and Zodak.

SWIFTWIND

Beautiful Horse, Spirit, Becomes Magical Flying Unicorn!

REAL NAME Spirit **BIO** A magical steed from Etheria, Spirit served Adora during her time as Force Captain of the Evil Horde. Loyal to Adora but not the Horde, Spirit stayed with Adora after she learned of her true heritage and joined the Great Rebellion. Enhanced by Adora's newly acquired Sword of Protection, Spirit was transformed into She-Ra's flying mount Swiftwind, heroically carrying the Princess of Power into battle. Swiftwind remained with She-Ra when she traveled from Etheria to Eternia to join with the renegade Masters of the Universe in the continued fight against Hordak and his armies.

VINTAGE VAULT The vintage Swiftwind figure was released as part of the original Princess of Power toyline's first wave in 1986.

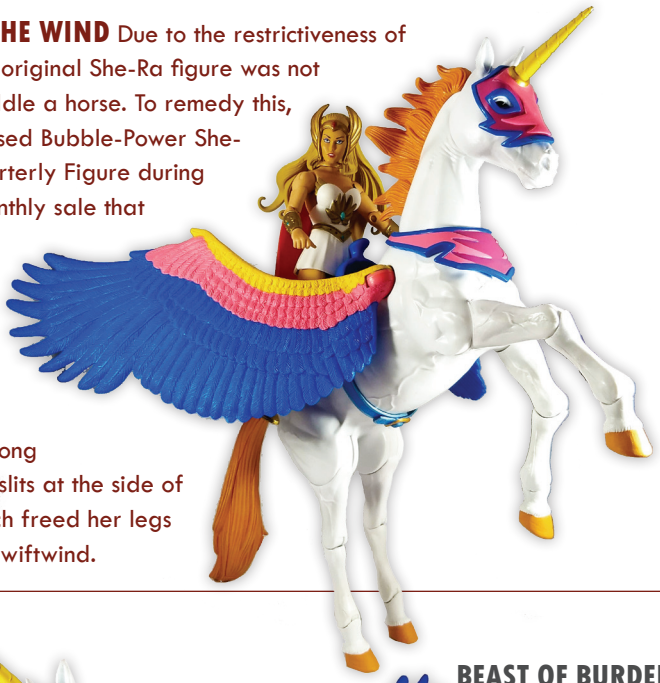
HORSE OF A DIFFERENT COLOR

The original vintage Swiftwind figure was pink. A second vintage Swiftwind, dubbed "Royal Swiftwind" was white, but neither figure fully matched the familiar design of the character from the Filmation POP cartoon. At San Diego Comic-Con in 2010, Mattel allowed attending fans to vote on what design the MOTUC version of Swiftwind should follow: original (pink) or "Royal" (white). While the white "Royal" version won the vote, before production begn Mattel finally secured the rights to produce Filmation designs in MOTUC, allowing them to create a Swiftwind figure that followed the cartoon design.

MOTUC #071 • AFFILIATION The Great Rebellion **• SUBSCRIPTION** Club Eternia 2011 **• PRICE** $30 **• ORIGINAL RELEASE** MattyCollector.com (November 15, 2011) **• RELEASE TYPE** Beast Figure

THAT'S THE SPIRIT Removing Swiftwind's mask and wings transformed him, ostensibly, into his alter-ego Spirit. However, doing so left unsightly sockets in the figure's sides, making fans wish that Swiftwind had come with some sort of plug to cover up the holes. This problem was addressed with Bow's steed Arrow, released in 2014.

RIDE LIKE THE WIND Due to the restrictiveness of her skirt, the original She-Ra figure was not able to straddle a horse. To remedy this, Mattel released Bubble-Power She-Ra as a Quarterly Figure during the same monthly sale that featured Swiftwind. This updated version of She-Ra included, among other things, slits at the side of her skirt which freed her legs to straddle Swiftwind.



BEAST OF BURDEN Ratchet joints in the figure's legs allowed for reared-up poses as well as supporting the weight of riders on the horse's back. Swiftwind featured articulation at the head and neck, ratchet hinges at the top of all four legs, knees and ankles, ball-jointed wings, and a partial ball at the base of his tail.

TRIVIA

The following copy was written for Swiftwind's sales page on MattyCollector.com: "A horse is a horse, unless of course the horse is the magical Swiftwind! Presented in classic Filmation-inspired colors as demanded by fans, Swiftwind breezes into your collection on fully articulated wings so you can pose him in 'flight' or 'ground' positions. This beautifully sculpted beast was designed to hold Bubble Power She-Ra (sold separately), and features a removable saddle and helmet."

There was a production error with Swiftwind in that some of the final figures had two lower right legs (from knee to ankle) or two lower left legs, instead of one of each. The error could happen with either the front or back legs or both. This flaw was not extremely obvious and was really only noticeable when comparing the veins and musculature of each leg.

One of the reasons Mattel did not make it possible to satisfactorily transform Swiftwind into Spirit was because they intended to eventually produce a proper Spirit figure in MOTUC.

Featured on Swiftwind's cardback were Bow, Adora, She-Ra, Grizzlor, Hordak, Catra, and Leech.

BUBBLE POWER SHE-RA

Most Powerful Woman in the Universe

REAL NAME Adora of the House of Randor **BIO** After crossing over from Etheria to Eternia with the help of Light Hope, She-Ra joined forces with her brother and the other Masters of the Universe who were caught in a four-way war with the Snake Men, Skeletor and Hordak. She used her cloned sword to harmonize with and channel the Powers of Grayskull to form new weapons and armor in the midst of battle. Her Bubble Power Armor greatly enhanced She-Ra's stamina and allowed her to funnel great fumes of energy at her foes. She remained on Eternia to fight off evil until both she and He-Man were called to the stars to fulfill their ultimate destiny, traveling to the Tri-Solar System to end the oppression of the Horde Empire.

ACCESSORIES

VINTAGE VAULT The vintage Bubble Power She-Ra figure was released as part of the original Princess of Power toyline's third wave in 1987. Her accessories included a sword, shield, comb, "bubble blaster," and a bottle of bubble solution.

NEW AND IMPROVED The Bubble Power She-Ra figure served two purposes: one, it was an update of the vintage figure of the same name, and two, it helped to correct several problems with the original She-Ra figure released in 2010. By combining parts of Bubble Power She-Ra with the original, fans could put together an ideal She-Ra figure for their collections.

GALLERY

MOTUC #072 • AFFILIATION The Great Rebellion **• SUBSCRIPTION** N/A **• PRICE** $20 **• ORIGINAL RELEASE** MattyCollector.com (November 15, 2011) **• RELEASE TYPE** Carded Quarterly Figure

WELL ARMED BP She-Ra's sword was based on the accessory that came with the vintage BP She-Ra. She also came with the original She-Ra's gold shield, with the jewel in pink instead of blue.

POP! The vintage figure's "Bubble Power" accessory functioned like a familiar bubble wand, with bubble solution held in the accessory's reservoir. The vintage figure even came packaged with a bottle of bubble solution. While the MOTUC version looked virtually identical, it was not designed to replicate this bubble-blowing action feature.

INCREASED FACE VALUE Just as in the vintage line, Bubble Power She-Ra could wear her head gear as either a tiara or a mask. But unlike the original MOTUC She-Ra, here this was accomplished via a clip that wrapped around the figure's head, versus a peg that inserted into a hole in her forehead.

UPGRADES Among the improvements made to Bubble Power She-Ra vs. the original release She-Ra were a whiter dress (under the removable pink tunic); articulation at the waist; added detailing to the gauntlets, belt, and boots; slits in the skirt to allow for straddling her steed Swiftwind; and an unadorned head without a hole in the forehead. Shown at right is Bubble Power She-Ra with the original She-Ra head and cape.

TRIVIA

The following copy was written for BP She-Ra's sales page on MattyCollector.com: "Skeletor called the arrival of the Princess of Power the worst day of his life, but it's about to get downright dreadful… Bubble Power She-Ra marks the first figure to feature our all-new female body buck with a swivel waist, making it easier than ever to take down bad guys like Old Bones! With removable bubble armor, she quickly transforms back into classic style She-Ra, and you can even swap out the head and cape from the previously released She-Ra with this version to create both looks using the new body. Bubble Power She-Ra has been designed specifically to ride upon Swiftwind (sold separately) and is armed with her bubble wand, gold shield, vintage toy sword and axe."

Bubble Power She-Ra was the fourth Quarterly Figure released in MOTUC in 2011. She was released for sale the same month as Snout Spout and Swiftwind, and was not included as part of the 2011 subscription plan.

Featured on Bubble Power She-Ra's cardback were Catra, Hordak, Leech, Bow, and Adora.

DEMO-MAN
Evil Spirit of Despondos

ACCESSORIES

REAL NAME Uqquz' Zekul-Mshqx **BIO** Realizing his dying pupil Keldor had no intention of releasing him from Despondos, Hordak merged him with an extra-dimensional being called Demo-Man. While this saved his pupil's life, it also drove Keldor temporarily insane, causing him to open a portal to Despondos and lead what he thought were "his people" to Eternia. Hordak intended to use this ruse as a means to finally escape once the portal was opened, but the transformed Keldor was quickly defeated by Oo-larr, the jungle He-Man, and Hordak remained imprisoned. Soon after, with the help of Evil-Lyn, Keldor, now known as Skeletor, gained control of the powerful spirit inside of him, increasing his powers ten-fold. He was now the true Overlord of Evil and one of the most dangerous beings on Eternia!

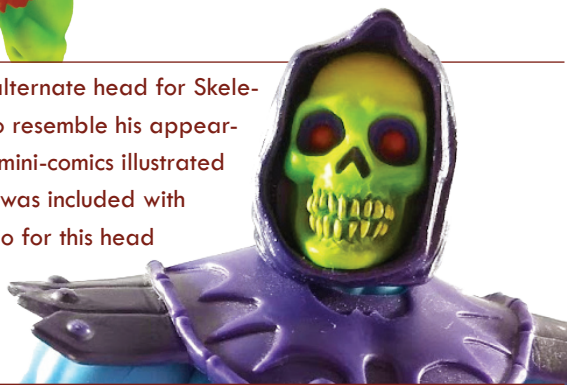
A SKETCHY PAST Demo-Man was based on one of a handful of unused concept drawings from the original Masters of the Universe toyline. The final designs of Skeletor, Beast Man, and possibly Megator all drew inspiration from this sketch. For Masters of the Universe Classics, the character was given his own name and back story; the figure was very faithful to the details of the original drawing, all the way down to the decapitated skull accessory.

MOTUC #073 • AFFILIATION None **• SUBSCRIPTION** Club Eternia 2011 **• PRICE** $20 **• ORIGINAL RELEASE** MattyCollector.com (December 15, 2011) **• RELEASE TYPE** Carded Figure

EN GUARDE The design of Demo-Man's sword was based on the blade from his concept drawing. Note the dinosaur head on its hilt.

WELL ARMED Demo-Man's second accessory was this flail, also inspired by his concept drawing.

HEAD GAMES In the original concept drawing, designer Mark Taylor drew a skull with helmet at Demo-Man's feet. The skull was not only included here as an accessory, but also featured a peg hole so that it could be used as a very odd-looking alternate head sculpt.



HEADS WILL ROLL An alternate head for Skeletor, which was sculpted to resemble his appearance in the early MOTU mini-comics illustrated by artist Alfredo Alcala, was included with Demo-Man. An official bio for this head ("Demonic Skeletor") can be found on page 610.

ALTERNATE VIEWS Demo-Man re-used the standard male torso, shoulders, biceps, and upper legs. His head, forearms, hands, lower legs and feet were newly sculpted pieces.

TRIVIA

The following copy was written for Demo-Man's sales page on MattyCollector.com: "With this highly anticipated release, the origin of Skeletor is at last revealed! Based on concept art for Skeletor from 1980, Demo-Man is now re-envisioned as the evil spirit who melded with Keldor to form Skeletor, the ultimate Overlord of Evil. This highly-detailed, fully articulated figure was designed by the Four Horsemen and comes complete with mace and sword weaponry, a skull trophy that can attach as a second head, and an alternate comic book-style Skeletor head for use on Skeletor figures."

The figure's cloak and shoulder armor were two separate pieces and were removable. The armor at his right bicep, while a separately-sculpted piece, was not removable.

Among the figure's more amusing details was a single tooth that was visible through the hole in the figure's right cheek.

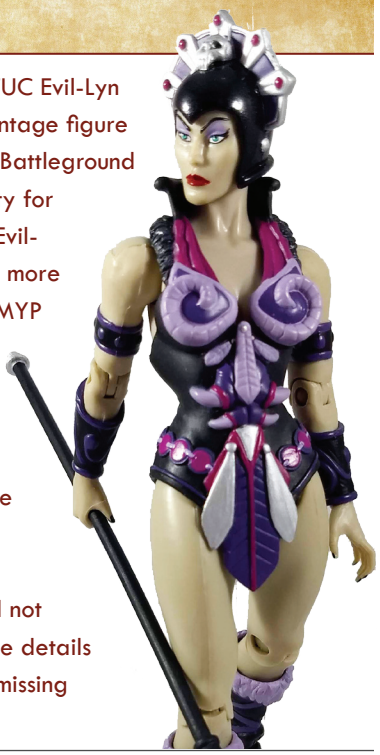
Featured on Demo-Man's cardback were He-Man, Stratos, Hordak, Skeletor, and Beast Man.

BATTLEGROUND EVIL-LYN

Evil Witch of Eternia

REAL NAME Evelyn Morgan Powers **BIO** Cast aside by her husband Keldor after his transformation into Skeletor, Evil-Lyn sent their infant son into the future and plotted to overthrow Skeletor by releasing his enemies from their dimensional prisons. In a series of miscalculations, she helped free the Snake Men, Hordak and Gygor — increasing her adversaries threefold. After Randor and Miro returned from Despondos, the Three Towers rose and Evil-Lyn found herself again allied with Skeletor during the Second Ultimate Battleground. At the end, defeated and stripped of her powers by the new Sorceress of Grayskull, Evil-Lyn used the Cosmic Key and the power of the Central Tower to return to the future to find a new life with her long lost child — the son of Skeletor!

VINTAGE VAULT The original MOTUC Evil-Lyn figure was based heavily on her vintage figure design and color-scheme. Battleground Evil-Lyn was an opportunity for Mattel to give fans an Evil-Lyn figure that looked more like her 2002 MYP MOTU cartoon appearance and subsequent action figure (*left*), and while it did succeed color-wise, the lack of new sculpting meant the design of the figure did not quite match her 2002 design. Note the bone details in her armor and the long skirt piece, both missing from the Battleground Evil-Lyn figure.



ACCESSORIES

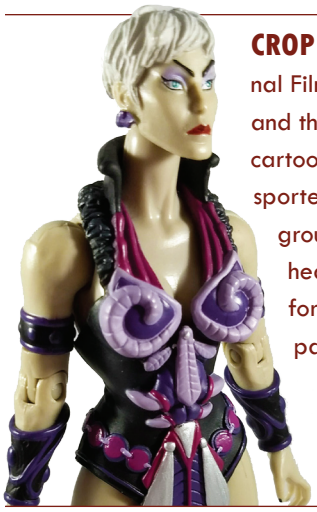
GALLERY

MOTUC #074 • AFFILIATION Evil Warriors **• SUBSCRIPTION** Club Eternia 2011 **• PRICE** $20
ORIGINAL RELEASE MattyCollector.com (December 15, 2011) **• RELEASE TYPE** Carded Quarterly Figure

THAT SPECIAL GLOW The vintage Evil-Lyn figure came with a wand that glowed in the dark, a feature that was, incidentally, not mentioned anywhere on the figure's packaging. Battleground Evil-Lyn came packaged with two orbs for her staff — one purple (*below*), and one that glowed in the dark (*right*).

ABRA CADABRA Catra's "scratching" right hand was repurposed here to give Evil-Lyn a spell-casting hand.

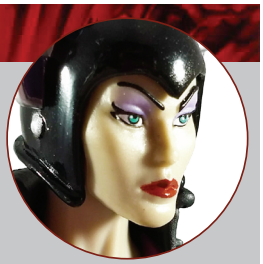
CUTS LIKE A KNIFE Evil-Lyn's knife was inspired by a similar accessory that came with her 2002 MOTU toyline action figure. The knife was previously released in blue with the original MOTUC Evil-Lyn figure, and then again in purple in Weapons Pak #2 (Great Wars Assortment).



CROP TOP In both the original Filmation MOTU cartoon and the 2002 MYP MOTU cartoon series, Evil-Lyn sported short, white hair underneath her helmet. Battleground Evil-Lyn came packaged with an alternate head sculpt that captured this look. The official bio for this look ("Deceitful Evil-Lyn") can be found on page 614.

ALTERNATE VIEWS With the exception of her left hand (which originated with the Catra figure), alternate head, and dagger, Battleground Evil-Lyn was a complete repaint of the original MOTUC Evil-Lyn figure.

TRIVIA



The following copy was written for Battleground Evil-Lyn's sales page on MattyCollector.com: "Hush little baby, don't say a word, Mama's gonna kill that mockingbird… and anyone else who tries to prevent her family reunion with the son of Skeletor! The former Evelyn Morgan Powers arrives as a fully articulated, highly-detailed figure wearing her darker purple colors and sporting lovely tan skin. She features an interchangeable helmetless head and two swappable orbs for her staff (one even glows in the dark), along with an all-new, fan demanded cape. And, for the first time on any female in the Masters of Universe Classics line, Battleground Evil-Lyn has twistable arm bands for posing in classic toy position or backwards in 'cross-sell' position."

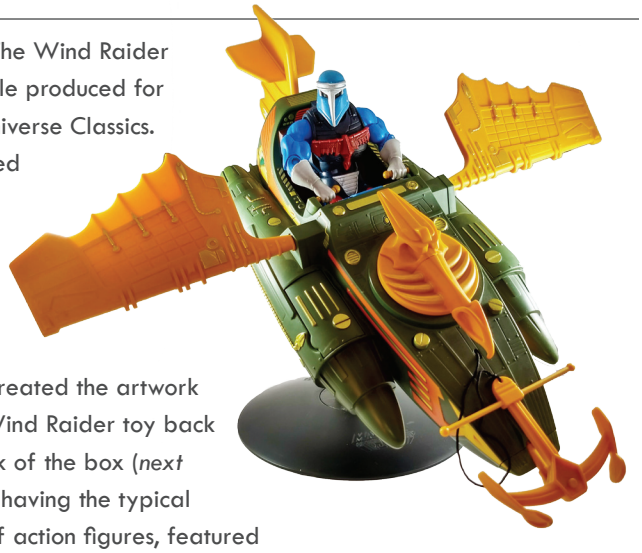
The figure's cape was removable (and could be removed without first removing the figure's head).

Featured on Battleground Evil-Lyn's cardback were Mer-Man, Beast Man, Skeletor, Trap Jaw, and Scareglow.

WIND RAIDER
Assault Lander

BIO Wind Raiders are high-velocity flying vehicles used by the Heroic Warriors and the royal forces of Eternos. Their speed and maneuverability make them the ideal choice for both long distance travel and aerial assaults. The first Wind Raider was designed and built by Man-At-Arms when Teela was still a young child. Equipped with a grappling hook, Photanium wings, fuel tanks plated with Coridite, and a cache of Multron Bombs, Duncan's green and yellow airship made for an impressive sight. Begging her father to ride in the vehicle during its maiden flight to the city of Leannasia, a place where many sky chariots were built and raced, an excited young Teela inspired the vehicle's name when she exclaimed that it was "faster than the wind." Impressed, King Randor asked Man-At-Arms to construct a royal fleet of Wind Raiders. Years later, the Wind Raider became the preferred transport of ace pilot Sky High, who performed nigh-impossible aerial feats with it. Fascinated, Webstor of the Evil Warriors once captured a fallen Wind Raider and, with the help of Tri-Klops and Trap Jaw, rebuilt it to his own macabre specifications.

VINTAGE VAULT The vintage Wind Raider was one of the first vehicles released in the original MOTU toyline, making its debut in wave one in 1982. The vehicle featured movable wings and tail rudder, rolling wheels on its underside, and a firing anchor.

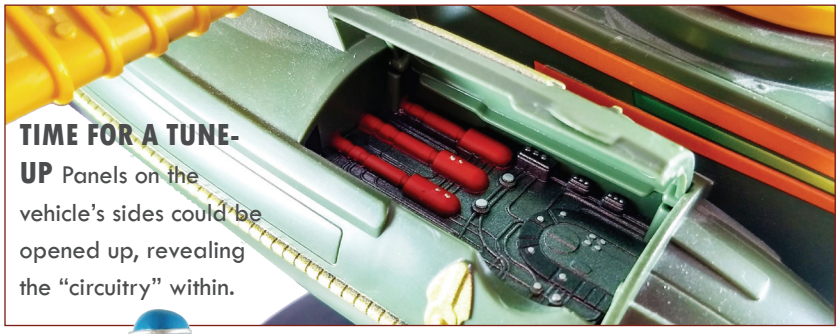


BACKGROUND The Wind Raider was the first vehicle produced for Masters of the Universe Classics. The vehicle shipped unassembled in a box that featured artwork by Rudy Obrero, the same artist who created the artwork for the original Wind Raider toy back in 1982. The back of the box (*next page*), instead of having the typical bio and line-up of action figures, featured additional Rudy Obrero artwork, calling out the various features of the toy.

MOTUC #075 • AFFILIATION Heroic Warriors • SUBSCRIPTION N/A • PRICE $45
ORIGINAL RELEASE MattyCollector.com (December 15, 2011) • RELEASE TYPE Boxed Vehicle

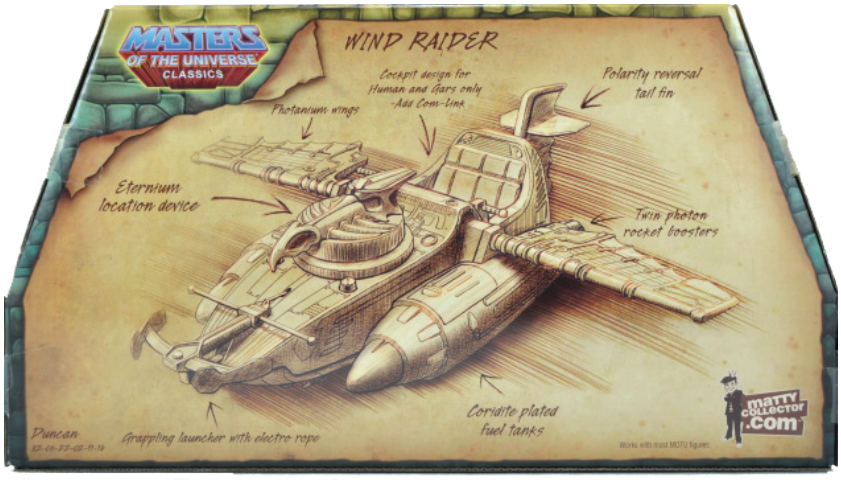
ACTION FEATURE Pressing the button underneath the bird-like skull would launch the anchor forward on a small length of string. By pulling the skull upward and rotating it, the anchor could be retracted again.

FLIGHT STAND The Wind Raider came with a flight stand that hooked into the bottom of the vehicle, allowing the vehicle to be posed in various flight positions and angles as if in flight. The connector rotated both forwards and backwards as well as side-to-side.



TIME FOR A TUNE-UP Panels on the vehicle's sides could be opened up, revealing the "circuitry" within.

PILOT ME A 1983 MOTU promotional poster featured an illustration of the Wind Raider with an unnamed pilot. The design of that pilot was used as the basis for the Sky High figure, released in 2013 with the Jet Sled. Sky High's chest insignia and wings were clearly based on the Wind Raider design.



MAN-AT-WORK The art on the back of the Wind Raider box was "signed" by Duncan, indicating that this sketch was actually drawn by Man-At-Arms.

TRIVIA

The vehicle's wings and rudder were movable.

The buttons and other details of the vehicle were sculpted and painted on, unlike the vintage vehicle, which used stickers.

The Wind Raider flight stand could also be used with the Jet Sled, and was released again with the Roton vehicle.

The floor of the Castle Grayskull playset featured a hole where the Wind Raider's flight stand (minus the black base) could be plugged in.

The official bio for the Wind Raider (*see previous page*) was revealed on He-Man.org on June 29, 2020.

ROLLIN' Just like the vintage vehicle, the MOTUC Wind Raider featured three rolling wheels on its underside.

STARLA

Bright and Beautiful Leader

ACCESSORIES

STAR SISTERS BIO In ancient times, an evil sorceress became jealous of the Star Sisters' youth and beauty and trapped them in a shooting star. They were sent hurling through the cosmos until the women crash-landed on Etheria. There, they remained magically confined in the side of a mountain until the day Swiftwind's hooves accidently loosened the stone that concealed their prison. She-Ra quickly used her powers to melt away the star that held them captive. In gratitude, the sisters pledged their everlasting friendship to She-Ra. Jewelstar magically conjures gem armor to protect herself and others. Tallstar uses her magic to stretch to unbelievable lengths. Starla, with her pet Glorybird, can sense danger and project spells of light against her foes. Together, they stand side-by-side with She-Ra in the battle for freedom.

HUMBLE BEGINNINGS

The Star Sisters were characters that Mattel planned to include in the vintage Princess of Power toyline. They appeared in only one episode of the Filmation cartoon, and their action figures were never released; only press photos and a poster exist of the vintage prototype figures. For MOTUC, Mattel decided to finally produce the Star Sisters, releasing them together in the line's first 3-pack.

GALLERY

MOTUC #076A • AFFILIATION The Great Rebellion • SUBSCRIPTION Club Eternia 2012 • PRICE $60
ORIGINAL RELEASE MattyCollector.com (January 17, 2012) • RELEASE TYPE Figure 3-Pack

SAME AS Starla utilized the standard female shoulders, biceps, and hands, as well as the original She-Ra's forearms, Battleground Teela's upper legs, and Adora's feet. Of the three sisters, Starla's design remained the most consistent across the vintage figure, poster art, and cartoon appearances, although all three Star Sisters figures were based most primarily on the poster art shown at right.

WELL STAFFED The three sisters shared the same staff accessory, molded in different colors. Starla's was yellow.

STARLA
Bright and Beautiful Leader

REAL NAME Gemma **BIO** One of the famed Star Sisters and a devoted member of the Great Rebellion, Starla can blast enemies with blinding spells of light. A natural leader with an endless reserve of determination, Starla used her light-based magic to construct the three Star Staffs, enabling her to maintain a telepathic bond with her sisters Tallstar and Jewelstar. Starla played a vital role in helping the mysterious Whisps create a powerful Starburst Cape for She-Ra. This mystical cape became a key weapon in the final confrontation between She-Ra and Hordak on Etheria. In addition to her light-based magic, Starla also possesses a superhuman ability to sense danger. In conjunction with the otherworldly clairvoyant powers of Peekablue, Starla's "star-sense" gave the Rebels an important advantage in their conflict with the Evil Horde. Later, Starla joined her sisters on Eternia where she fought valiantly in the Second Ultimate Battleground. When she returned to Eternia, Starla continued to help the former Rebels against the rising forces of villains such as Shadow Weaver, Scorpia, and the fire goddess Volcana along with her sinister son, the Volcano Magus.

TRIVIA

The following copy was written for the Star Sisters' sales page on MattyCollector.com: "Our inaugural MOTUC 3-pack shines brightly with what would have been the final three Princess of Power figures originally planned as part of the 1987 line, the Star Sisters! Sculpted by the Four Horsemen, all three feature their famously glittery Star Wands. Tallstar also has an interchangeable limb and neck piece to 're-create' what would have been her classic action feature (super stretching limbs), Jewelstar arrives with a clear jewel arm and leg armor (non-removable), and Starla comes with her pet Glorybird, a perch and removable bird armor. Fun Fact: Although the set never made it to retail, prototypes were shown in a vintage Mattel catalog."

The print ad for the unreleased vintage Star Sisters stated that Starla had a "star glitter backpack." It appeared that the backpack would have been made of clear plastic filled with colored water and glitter; the MOTUC version of Starla did not come with any such backpack. It also appeared that Starla's upper legs would have been made of translucent plastic, but this feature was not carried over to the MOTUC figure.

The back of this three-pack featured a single bio for all three Star Sisters. Official, individual bios for each character plus Glorybird were revealed on He-Man.org in 2019 and 2020.

JEWELSTAR
Hidden Beauty

REAL NAME Devena **BIO** The youngest Star Sister, Jewelstar has the ability to conjure magical jewel armor which protects her from harm and refracts light to blind and confuse enemies. Following the Second Ultimate Battleground, Jewelstar returned to Etheria and helped defend the Crystal Light Barrier against would-be invaders. Notably, she and her sisters joined forces with Granita, Queen Zal, and the heroic Meteorb legion to thwart assaults by Shadow Weaver, Crocobite, and other villains. During this time, Jewelstar was called upon by Queen Angella to join a band of former Rebels in defense of a nonviolent elephantine people called the Ollyfonts, of which Snout Spout had been a notable member. When Jewelstar and her allies arrived at the Ollyfont village, they were horrified to find it completely submerged in water. Survivors identified the culprits as the cutthroat pirate Admiral Scurvy and the aquatic invader Shezar, who planned to remake her own long-lost world Antar on Etheria. Pursuing the attackers to the shores of the Red Lake in the Darkmor Mountains, Jewelstar leapt at Scurvy and Shezar, knocking both villains to the ground with her unyielding jewel armor.

ACCESSORIES

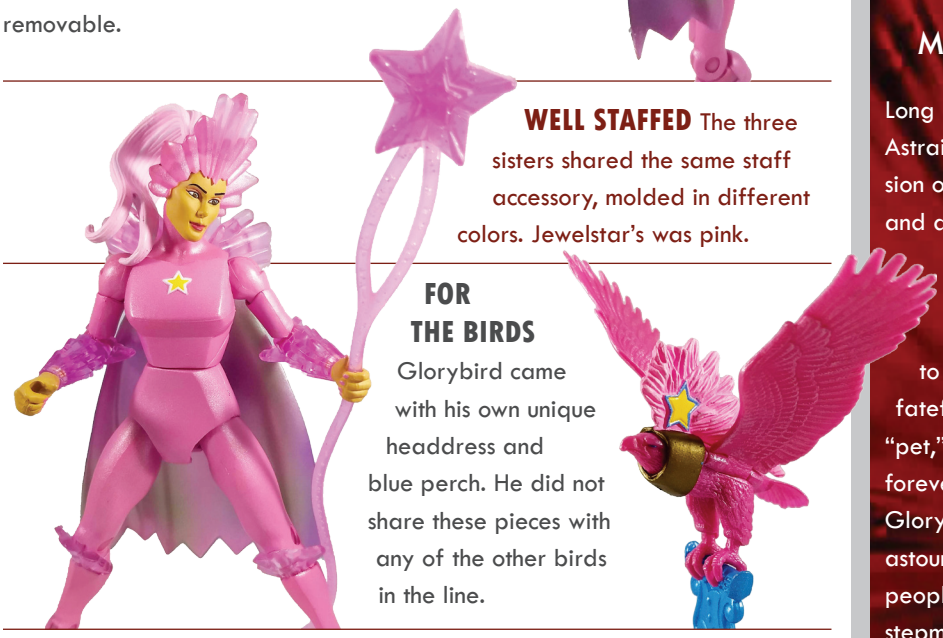
SAME AS Jewelstar utilized the standard female shoulders, biceps, and hands, Battleground Teela's upper legs, and Adora's feet. All of her other pieces appeared to be newly sculpted.

CRYSTAL CLEAR The plastic on Jewelstar's head, upper back, forearms, and knees was made from a semi-translucent pink plastic. Jewelstar's hue was inspired by the vintage poster shown on the previous page rather than her vintage prototype action figure, which was ruby red.

MOTUC #076B • AFFILIATION The Great Rebellion • SUBSCRIPTION Club Eternia 2012 • PRICE $60
ORIGINAL RELEASE MattyCollector.com (January 17, 2012) • RELEASE TYPE Figure 3-Pack

GOOD GLORY Had he been released in the vintage Princess of Power toyline, Glorybird would have used the same bird mold as Zoar and Screeech. Appropriately, the MOTUC Glorybird did utilize the Zoar/Screeech mold. The official bio for Glorybird was revealed on He-Man.org on June 15, 2020.

CAPED CRUSADER Jewelstar's cape was made from a soft, semi-translucent, pearlescent pink plastic. It was not removable.



WELL STAFFED The three sisters shared the same staff accessory, molded in different colors. Jewelstar's was pink.

FOR THE BIRDS Glorybird came with his own unique headdress and blue perch. He did not share these pieces with any of the other birds in the line.

GALLERY

TRIVIA

According to the copy on the ad for the unreleased Star Sisters figures, the vintage Jewelstar figure would have folded up into a large jewel, thus her tagline, "Hidden Beauty."

Jewelstar's Filmation POP cartoon appearance differed greatly from her vintage toy or MOTUC figure design. Among the differences were a yellow star on her forehead and long white hair.

The Star Sisters' single animated appearance was in "Bow's Gift," episode #84 of the Filmation POP cartoon.

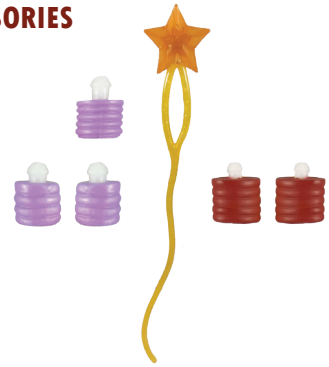
Featured on the back of the Star Sisters' package were Bow, She-Ra, Catra, Hordak, and Leech.

GLORYBIRD
Magical Guide of the Star Sisters

Long ago, three sisters lived in a place called Astraia, a tiny planet hidden deep in the Dimension of Despondos. The sisters were very poor, and although their cruel stepmother hated them, their hearts were filled with kindness and love for others. Seeing this, the great deity Zoar sent an emissary called Glorybird to them as a gift. Appearing to the sisters one fateful day, Glorybird became their bloved "pet," endowing each sister with divine gifts and forever transforming them into the Star Sisters. Glorybird guided the sisters as they used their astounding powers to help Astraia's grateful people. Deeply envious of her stepdaughters, the stepmother finally revealed herself as the terrible Celestial Witch, a mad scourge from dimensions beyond the stars who had gone into hiding decades earlier. The witch's cataractous eyes flashed with animosity as she imprisoned the Star Sisters and Glorybird within a magical shooting star — a failed attempt to sacrifice them to Zoar's greatest enemy, the evil god Horokoth. Many millennia later, it was Glorybird's sacred aura that unconsciously drew She-Ra and Swiftwind to the Star Sister's location on Etheria.

TALLSTAR
Lovely Lookout

ACCESSORIES



REAL NAME Cassandra **BIO** A member of the Great Rebellion and one of the Star Sisters, Tallstar possesses the ability to extend her limbs, a trait which endows her with superhuman height and strength. With her amazing physical powers and her prodigious intellect, Tallstar is a force to be reckoned with both on and off the battlefield. In the final clashes against the Evil Horde, known collectively as the End of Wars, Tallstar single-handedly deactivated the gargantuan Horde robot, Steel Kill. Soon thereafter, Tallstar and her sisters Starla and Jewelstar joined She-Ra on Eternia where they participated in the Second Ultimate Battleground. Just before the battle's epic climax, Tallstar and Extendar combined their might to capture a transformed Snake Mekaneck, allowing Teela to restore him with the Secret Liquid of Life. Mekaneck later joined Tallstar on Etheria. The two became close friends and aided the former Rebels in their fight against the growing threats of Shadow Weaver and Scorpia. When Mekaneck was eventually summoned back to Eternia, Tallstar remained on Etheria where she helped her sisters and Rock People like Bouldron and Quartzara defend the Crystal Light Barrier.

SAME AS Tallstar utilized the standard female hands, Adora's feet, and Battleground Teela's upper legs. All of her other pieces appeared to be newly sculpted.

PIECES OF ME In order to mimic her "growing" powers, Tallstar included an extension piece for her neck, two for her arms, and two for her legs.

SHE GROWS ON YOU At her fully-extended height, Tallstar stood about a head taller than other figures in the line.

MOTUC #076C • AFFILIATION The Great Rebellion • SUBSCRIPTION Club Eternia 2012 • PRICE $60
ORIGINAL RELEASE MattyCollector.com (January 17, 2012) • RELEASE TYPE Figure 3-Pack

A PAIN IN THE NECK Tallstar's two arm extension pieces could be fairly seamlessly combined with her single neck extension piece in order to give her an even longer neck.

WELL STAFFED The three sisters shared the same staff accessory, molded in different colors. Tallstar's was orange.

REACH OUT AND TOUCH SOMEONE Tallstar's neck extension piece could be combined with her two arm extension pieces in order to give her a single long arm.

SHE'S GOT LEGS Tallstar's two leg extension pieces could be combined to create a single longer leg if desired.

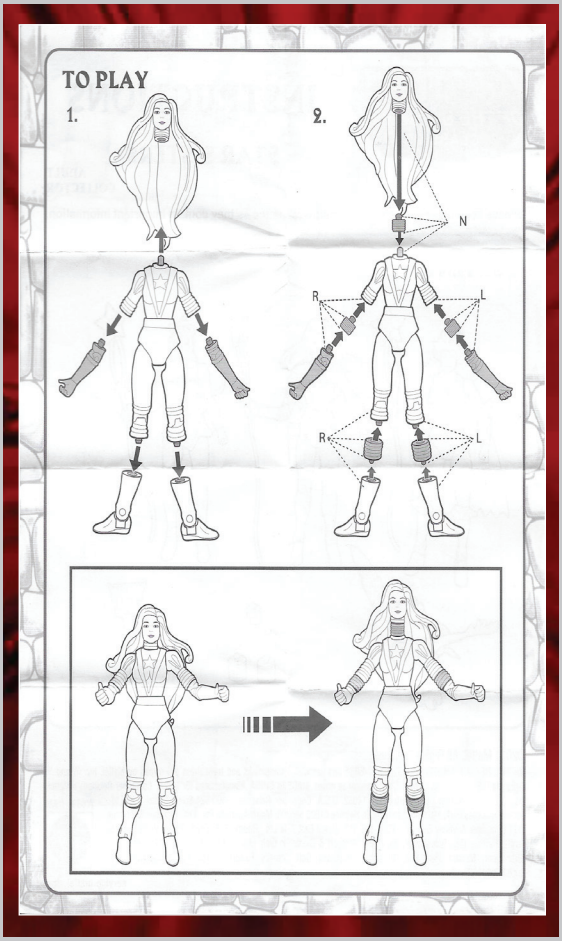
GALLERY

TRIVIA

Tallstar's colors and overall design were most similar to her appearance on the vintage Star Sisters poster, which also carried over fairly accurately from her single cartoon appearance. She differed greatly from her vintage toy prototype, which featured a more monochromatic color scheme, chrome plastic on her torso, ribbons from her waist to her ankles, and a deeper shade of pink for her hair.

It appeared that the vintage Tallstar figure would have been able to "grow" utilizing accordion-style extenders (similar to a bendy straw) in her arms, legs, waist and neck. The MOTUC figure eschewed this feature in favor of swappable extension pieces instead, although it lacked any kind of waist extension piece.

For collectors who needed a little extra guidance, "play" instructions were included for Tallstar.



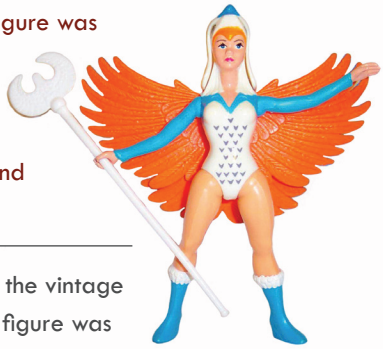
SORCERESS

Heroic Guardian of Castle Grayskull

ACCESSORIES

REAL NAME Teela'na **BIO** Growing up in a small Eternian village, Teela'na helped defend her people from a Horde scout ship that had discovered her planet on mission to discover magic. Recognizing her loyalty, courage and wisdom, the current but elderly Sorceress chose Teela'na to take up her title and defend Castle Grayskull's secrets for the next generation. During her reign as Sorceress, Teela'na not only cast the spell to clone the Sword of He, she was also cloned herself by Skeletor, who desired a magic-wielding bride to pass on his legacy. With the help of Man-At-Arms, Teela'na saved the cloned child, and it was because of her undying love and devotion to this baby girl that Teela'na gave her up to Man-At-Arms, awaiting the day when her daughter would become the new Sorceress and Guardian of Castle Grayskull.

VINTAGE VAULT The vintage Sorceress figure was released as part of the original toyline's sixth wave in 1987. The third and final female figure released in the line, the Sorceress featured spring-loaded wings and came armed with a white staff.



UPDATED While the vintage Sorceress action figure was inspired by her design in the Filmation MOTU cartoon, the final piece took a few design liberties and was fairly off-model from the character's animated appearance. The MOTUC Sorceress was a more faithful plastic representation of the character.

WELL STAFFED The Sorceress came with a white staff inspired by the accessory that shipped with the vintage Sorceress figure. The official bio for this staff ("Staff of Power") can be found on page 597.

MOTUC #077• AFFILIATION Heroic Warriors **• SUBSCRIPTION** Club Eternia 2012 **• PRICE** $20
ORIGINAL RELEASE MattyCollector.com (February 15, 2012) **• RELEASE TYPE** Carded Figure

TAKING FLIGHT The Sorceress' wings spread when her arms were raised. The feature itself worked well, as the wings would fall easily into place, but unfortunately the pegs holding the wings stuck out unaesthetically far. They were also attached to her shoulders, so she could not move her arms forward without the wings protruding out at a strange angle (*below*). Because of this, most of her arm poses had to be done with her elbows only.

FOR THE BIRDS The Sorceress came with a new version of Zoar, repainted to match the bird's colors in the Filmation MOTU cartoon. Zoar came with the Screeech armor and perch in red plastic. The official bio for this version of Zoar (titled "Zoar — Falcon Form of the Sorceress") can be found on page 599.

GALLERY

TRIVIA

The following copy was written for the Sorceress' sales page on MattyCollector.com: "When Mama says knock you out, young Teela listens – unfortunately, she doesn't know the Heroic Guardian of Castle Grayskull is her mama! One of the most demanded and essential characters from the Masters of the Universe line, the Sorceress is sculpted in gorgeous detail by the Four Horsemen and fully articulated, including her winsome wings. She comes complete with her Staff of Power, Zoar bird form and bird perch/removable armor."

The Sorceress was re-painted white (to match her appearance in the vintage mini-comic "The Temple of Darkness") and released as a traveling con exclusive in 2012.

When the Castle Grayskull playset was released, a special slit was included in the seat of the throne in order to accommodate the Sorceress' tail feathers, allowing her to sit.

Featured on the Sorceress' cardback were Prince Adam, Man-At-Arms, Orko, He-Man, and Teela.

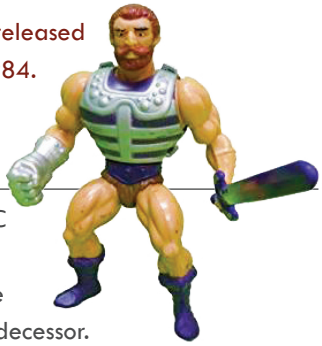
FISTO

Heroic Hand-to-Hand Fighter

ACCESSORIES

REAL NAME Malcom **BIO** The older brother of Duncan, Randor's first Man-At-Arms, Malcom served under King Miro during the Great Unrest but was wounded in battle and stricken with magical amnesia. Wandering through Eternia, he settled in the Mystic Mountains in a mining settlement unable to piece together how he lost his battalion. His life changed when the Snake Men attacked his town, and he helped save the Masters of the Universe from their trap. But in doing so, Malcom shattered his right hand. In gratitude, Duncan replaced it with a robotic strong arm. Now known as Fisto, he has made up with his brother and fights as a heroic member of the Masters of the Universe, smashing evil with his giant knuckles!

VINTAGE VAULT The vintage Fisto figure was released as part of the original toyline's third wave in 1984. The figure came with removable armor and a purple version of Tri-Klops' sword.



UPDATE The MOTUC Fisto was a faithful update of his vintage action figure predecessor. Minor deviations included his brown hair (as opposed to the vintage figure's reddish tones) and the use of Tri-Klops' right bracer instead of He-Man's.

WELL ARMED Fisto's large sword was first seen on the cover of an issue from the 2002 *Masters of the Universe* comic book series, but was never seen again in any media. It was intended for inclusion with his 2002 action figure, but was nixed before production, even though the final figure had a slot in its armor to hold it.

MOTUC #078 • AFFILIATION Heroic Warriors • SUBSCRIPTION Club Eternia 2012 • PRICE $20
ORIGINAL RELEASE MattyCollector.com (February 15, 2012) • RELEASE TYPE Carded Figure

ALTERNATE VIEWS Fisto utilized the standard male upper torso, shoulders, left bicep, left hand, furry shorts, legs, and boots along with Tri-Klops' right bracer and Hordak's smooth ab piece.

GUN SHOW The bicep on Fisto's right arm was (intentionally) sculpted larger than the bicep on his left. The same would be true of the Jitsu figure.

EN GUARDE Just like his vintage predecessor, MOTUC Fisto came armed with a purple version of Tri-Klops' sword.

HEADS UP Fisto came packaged with an alternate head (with headband) and removable belt in order to recreate his look from the 2002 MYP MOTU cartoon series and subsequent toyline.

GALLERY

TRIVIA

The following copy was written for Fisto's sales page on MattyCollector.com: "When the Masters of the Universe need to get a grip on evil, they turn to their right-hand man, Fisto! Sculpted by the Four Horsemen, this fully articulated figure features swappable heads with and without a 2002-2003 inspired headband. With a removable belt and vintage purple sword, the hard-hitting brother of Man-At-Arms is ready to bring the pain with the long-awaited missing 2002-2003 oversized smasher sword that was cut from the 2002-2003 figure at the last minute! And, for easy access in critical battle situations, the smasher sword fits into the back armor slot."

The official bio for Fisto's alternate headsculpt (dubbed "Galactic Protector Fisto — Heroic Space Combatant with an Iron Fist") can be found on page 591.

A second version of Fisto, based on his appearance in the Filmation MOTU cartoon, was released by Super7 in 2019 as part of the Club Grayskull line.

Featured on Fisto's cardback were King Randor, Man-At-Arms, Man-E-Faces, Teela, and Buzz-Off.

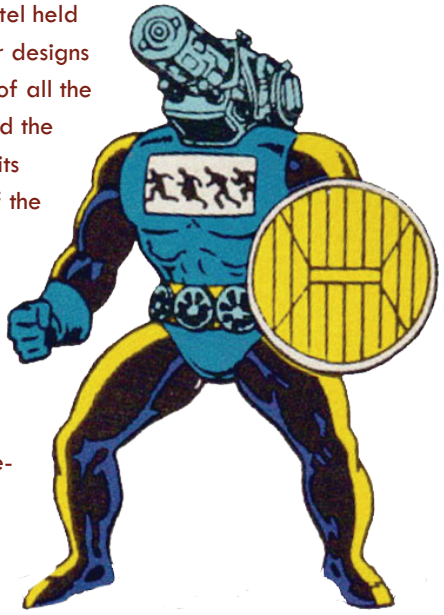
FEARLESS PHOTOG

Heroic Master of Cameras

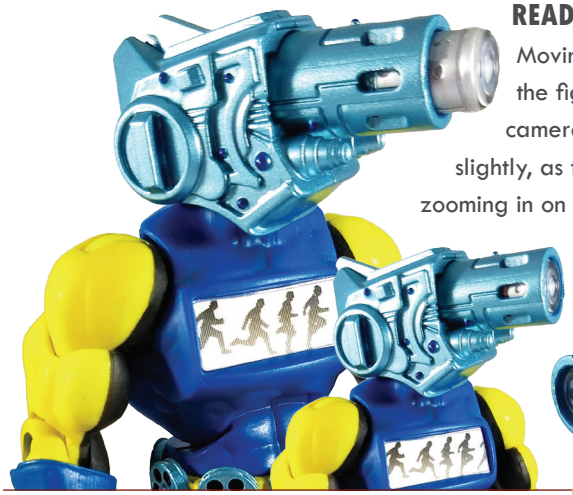
ACCESSORIES

REAL NAME Jey **BIO** Apprentice to Gwildor, Jey often daydreamed of life as a member of the Masters of the Universe. His dreams became a reality when he was selected along with five other inventors by the science council to journey to Eternos to present his latest creation, the Photog Emulator. During the presentation, a slight miscalculation led to a flux overload, merging Jey with his invention. Finding he could drain his enemies' powers and display their defeat on his chest, Jey called himself the Fearless Photog, and was offered membership alongside his idols in the Masters of the Universe. He fought heroically during the Second Ultimate Battleground, helping to defeat several of Skeletor's warriors, including Clawful and Whiplash. Photog drains his enemies' power, displaying their defeat for all to see!

BROKEN PROMISES In 1986, Mattel held a contest for children to send in their designs for a new MOTU action figure. Out of all the entries, five finalists were chosen, and the public was then allowed to vote for its favorite design. On the last page of the Spring 1986 issue of *The Masters of the Universe Magazine*, 12-year-old Nathan Bitner was announced as the winner of the contest with his submission of Fearless Photog. Nathan was awarded a scholarship for $100,000 plus a five-day trip to Disneyland. Despite the contest's premise, however, Fearless Photog never actually went into production in the vintage MOTU line. It wasn't until his release in MOTUC, 26 years later, that Photog was finally given an action figure.



MOTUC #079 • **AFFILIATION** Heroic Warriors • **SUBSCRIPTION** Club 30th Anniversary 2012 • **PRICE** $20
ORIGINAL RELEASE MattyCollector.com (February 15, 2012) • **RELEASE TYPE** Carded Figure



READY FOR HIS CLOSE-UP

Moving a lever on top of the figure's head caused the camera lens "eye" to protrude slightly, as though Photog was zooming in on a target.

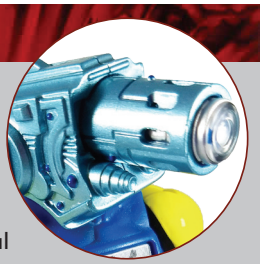
SHIELD ME The figure came with a reflective lens shield, which was taken directly from the original Create a Character artwork.

GUNS OUT Fearless Photog's second accessory was a newly-designed piece: a gun resembling an old movie camera.

STICKER FUN! The figure's chest featured a lenticular sticker which showed the "energy" that Photog had drained from his enemies. The silhouetted figures appeared to "run" when the image was moved from side to side.

GALLERY

TRIVIA



The following copy was written for Fearless Photog's sales page on MattyCollector.com: "Fearless Photog represents the first of six all-new original figures celebrating the 30th anniversary of the Masters of the Universe! The brainchild of Nathan Bitner when he was just 13 years old, his Fearless Photog design won the vintage 'Create a Figure Contest' and is now faithfully re-created as a 6" figure in the Masters of the Universe Classics line for the first time ever. Sculpted by the Four Horsemen and fully articulated, he comes complete with his reel blaster and lens shield. His 'camera' head also features a movable lens blaster for simulated photog action!"

In honor of MOTU's 30th anniversary in 2012, Mattel ran a new Create a Character contest, allowing fans to submit their designs for a new character who would be made into a figure in Masters of the Universe Classics. To coincide with the contest, Mattel created a new mini-subscription consisting of six figures: the 2012 contest winner (Castle Grayskullman), the long-overdue 1986 contest winner (Fearless Photog), and four additional figures designed by various other creators.

Featured on Fearless Photog's cardback were King Randor, Stratos, He-Man, Beast Man, Skeletor, and Mer-Man.

SHADOW WEAVER

Evil Mistress of Dark Magic

ACCESSORIES

REAL NAME Beatrix **BIO** Born in the Etherian Kingdom of Mystacor, Beatrix was once known as Light Spinner and served as an apprentice to the great mage, Norwyn. When Hordak arrived on Etheria during his exile in Despondos, he promised Beatrix great power in return for information and help in overthrowing Bright Moon and the surrounding kingdoms. Her powers were greatly enhanced through a magical gem whose power also induced an irreversible change in her appearance and mental state. She betrayed Norwyn and her fellow magical student Castaspella, leading Horde Troopers to their hidden magic archives. In Horror Hall, Beatrix took the name Shadow Weaver, using her black magic to fight the Great Rebellion, all the while secretly plotting to overthrow Hordak and claim his power for her own!

CARTOON CORNER When Mattel first launched MOTUC, they did not have the rights to release figures of characters created for the Filmation cartoons (unless a character, like Orko, had already been produced in the vintage toyline). In 2011, Mattel made the announcement that they had finally obtained the license to produce MOTUC figures of characters created by Filmation. Shadow Weaver was the first such figure, and was made the Club Eternia exclusive figure for 2012.

IT'S MAGIC! Shadow Weaver came with a wand that featured a translucent blue orb on the end. This was based on a wand she used in the Filmation POP cartoon.

NOVEL IDEA Shadow Weaver's second accessory was the Eldritch Book of Spells, which was a solid piece and therefore did not open.

MOTUC #080 • AFFILIATION The Evil Horde **• SUBSCRIPTION** Club Eternia 2012 Exclusive **• PRICE** $20
ORIGINAL RELEASE MattyCollector.com (February 15, 2012) **• RELEASE TYPE** Carded Figure

WE ALL FLOAT Shadow Weaver came with a clear, removable stand that allowed her to appear to "hover" above the ground.

EVENING WEAR Shadow Weaver's cape, which as made of a soft plastic, was permanently attached to the backs of her arms, somewhat restricting her movement.

PRETERNIA

Ancient Continent of Hidden Magic

After the creation of the Five Dimensions, the gods hid all of their magic deep within the core of a small planet in the center of the dimension of Eternia. Here, in the form of a star, it was guarded by the giant Procrustus. Over the centuries the magic slowly seeped out, blessing many wise Eternian wizards with the power to control and tap into these great magic energies. Sensing the planet Eternia was the secret location of the gods' magic, the Unnamed One bred an army of Snake Warriors to raid it, hoping to seize the magic for his revenge. Although his servant King Hssss conquered Eternia for three centuries, the Great Wars against King Grayskull and the Horde invaders eventually ended Hssss' reptilian rule. During these wars, He-Ro's techno virus spread across the planet, infecting Eternia and causing it to stand out in the universe as a planet mixed with both magic and technology.

GALLERY

TRIVIA

The following copy was written for Shadow Weaver's sales page on MattyCollector.com: "The wicked Witch of the Horde is not only the inaugural Filmation-based figure in the MOTUC line, it's her first-ever appearance in any toyline, ever! Only subscribers of 2012 Club Eternia may possess her, along with her magic book, wand and figure stand allowing her to supernaturally 'hover' in the air."

The figure was originally supposed to come with a second wand as well as Imp disguised as a treasure chest, but these were both dropped before production.

Included with Shadow Weaver was a poster titled "Preternia Before the Spell of Separation." For a closer look at this poster, see page 709.

The official bio for the Eldritch Book of Spells can be found on page 586.

Featured on Shadow Weaver's cardback were Hordak, Leech, Grizzlor, Bow, and Adora.

KOBRA KHAN

Evil Master of Snakes

REAL NAME Khan of Clan Kobra **BIO** A descendent of the ancient Snake Men, Khan became fascinated with the many legends of their victories in the Great Wars. Breaking into the archives of Eternos Palace, he learned that the great King Hssss had been locked in the Void at the end of the war. In a ruse to free his King, Khan joined forces with Skeletor and, with the help of Evil-Lyn, they acquired Zodak's staff, the key to freeing his Snake Men brethren. Together he and Evil-Lyn opened the Snake Pit portal, releasing Hssss and his ageless army, returning their terror to Eternia. Khan went on to loyally serve Hssss, controlling his prey with his evil hypnotic mist!

ACCESSORIES

VINTAGE VAULT The vintage Kobra Khan figure was released as part of the original toyline's third wave in 1984. The figure had the ability to spray water from its mouth like a water pistol, and it came armed with an orange gun.

UPDATE The MOTUC Kobra Khan was a faithful update of his vintage action figure predecessor. The only slight deviations were the minor paint details on his belt and the stripe running down the middle of his chest and back. And while the MOTUC figure lacked the water-spraying action feature, the back of the figure's throat was sculpted with a tiny hole in an homage to the classic action feature.

A HEAD OF THE REST The vintage Kobra Khan figure did not feature a cobra hood, while the 2002 figure had a permanently-attached hood. For the MOTUC figure, Khan was given two heads: one with a hood and one without.

MOTUC #081 • AFFILIATION The Snake Men • SUBSCRIPTION Club Eternia 2012 • PRICE $20
ORIGINAL RELEASE MattyCollector.com (March 15, 2012) • RELEASE TYPE Carded Figure

ALTERNATE VIEWS Kobra Khan utilized the standard male shoulders, biceps, and upper legs along with Skeletor's hands and feet and Whiplash's forearms.

GUNS OUT In the vintage toyline, Kobra Khan and Zodac came armed with the same gun. For MOTUC, Kobra Khan was given a new gun sculpt that was similar to Zodac's but still unique to him.

SAY HELLO TO MY LITTLE FRIEND "Fang" was Khan's constant companion in the 2002 MYP MOTU cartoon, although he wasn't given a name until it was listed on Kobra Khan's MattyCollector product page. The tiny lizard was sculpted to rest on Khan's shoulder.

GALLERY

TRIVIA

The following copy was written for Kobra Khan's sales page on MattyCollector.com: "Calculating and cold-blooded, Kobra Khan is ever loyal to King Hssss and his Snake Men brethren. This traitorous henchman to Skeletor arrives as a fully articulated figure, with 'hood up' and 'hood down' heads, classic blaster and his 2002-2003 lizard shoulder buddy Fang. (Sorry, vintage action mississst spraying feature is not included.)"

In June of 2016, Mattel would repaint this figure (with Buzz-Off's claws instead of hands) and re-release it as Camo Khan, a version of Kobra Khan based on a figure released by Argentinian toy company Top Toys in 1987. The figure came armed with a bright green version of Clawful's club.

An official bio for Fang ("Loyal Pet of Kobra Khan") can be found on page 587.

Featured on Kobra Khan's cardback were Evil-Lyn, King Hssss, Skeletor, Scareglow, and Trap Jaw.

THUNDER PUNCH HE-MAN

Heroic Leader with a Power Punch

REAL NAME Adam of the House of Randor **BIO** When Skeletor banished Randor to Despondos, he used Faker to convince the royal court that He-Man was not only a Gar but also responsible for the King's "death." This ruse turned the people of Eternia against He-Man, and he and the Masters soon became renegades in their own land. Driven to the underground City of Tundaria, the Masters reformed as an elite attack squad. They returned to the surface and found not only Skeletor ruling Eternia, but King Hssss and a newly returned Hordak also challenging for control. To enhance his strength for these new battles ahead, He-Man used the Powers of Grayskull to energize his weapons, giving them a new Thunder Punch to combat evil!

VINTAGE VAULT The vintage Thunder Punch He-Man figure was released as part of the original toyline's fourth wave in 1985. The figure came with a backpack that could hold a cap gun cartridge. Twisting the figure's waist and letting go would activate a spring-loaded "punch" that would also cause the cap gun cartridge to pop loudly.

UPDATE The MOTUC Thunder Punch He-Man was made entirely of existing He-Man parts (plus Tri-Klops' left bracer) with the exception of his right fist, which was a newly-sculpted part. The MOTUC version of this figure featured removable armor, whereas the vintage version's armor was sculpted as a part of the figure's torso.

ACCESSORIES

GALLERY

MOTUC #082 • AFFILIATION Heroic Warriors **• SUBSCRIPTION** Club Eternia 2012 **• PRICE** $20
ORIGINAL RELEASE MattyCollector.com (April 16, 2012) **• RELEASE TYPE** Carded Quarterly Figure

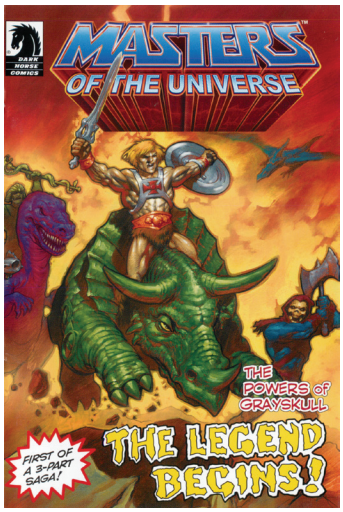
K.O. TP He-Man came with a translucent yellow "punching effect" which was sculpted to fit over his right fist.

EN GUARDE Thunder Punch He-Man's Power Sword was cast in translucent yellow plastic. This was the 14th time the Power Sword appeared in MOTUC.

SHIELD ME TP He-Man's chrome shield was designed to store both his Power Sword and a single (non-functioning) blast cap.

STORAGE SPACE TP He-Man's backpack could be opened up to store the blast cap accessory.

THE STORY CONTINUES The figure came packaged with a mini-comic titled "The Powers of Grayskull Part One: The Legend Begins!" The title and cover art paid homage to a mini-comic with the same name in the vintage toyline which was intended as a three-parter but never continued past the first issue. The story within was given new artwork, and the details of the storyline were changed somewhat as well. Parts two and three would be released later with Snake Man-At-Arms and Dragon Blaster Skeletor. For a closer look at this comic, see page 593.



TRIVIA

The following copy was written for Thunder Punch He-Man's sales page on MattyCollector.com: "Might makes right, and it's lights out for anyone who battles this beefy bruiser! Thunder Punch He-Man is back to fight the good fight, and he kicks it up a notch by calling on the Powers of Grayskull to strengthen his weapons, giving him even more bang for the buck! This variant of He-Man is a fully articulated, highly detailed 6" figure and comes with: removable chest armor, battle sword, battle shield, snap-on punch effect, slug 'cap' accessory, long-awaited 30th anniversary mini comic! (#1 in a series of 3)."

The figure's skin tone was much paler than past MOTUC He-Man figures. Mattel claimed that this was done intentionally, to fit with the storyline of He-Man and the renegade Masters of the Universe being driven underground for a time.

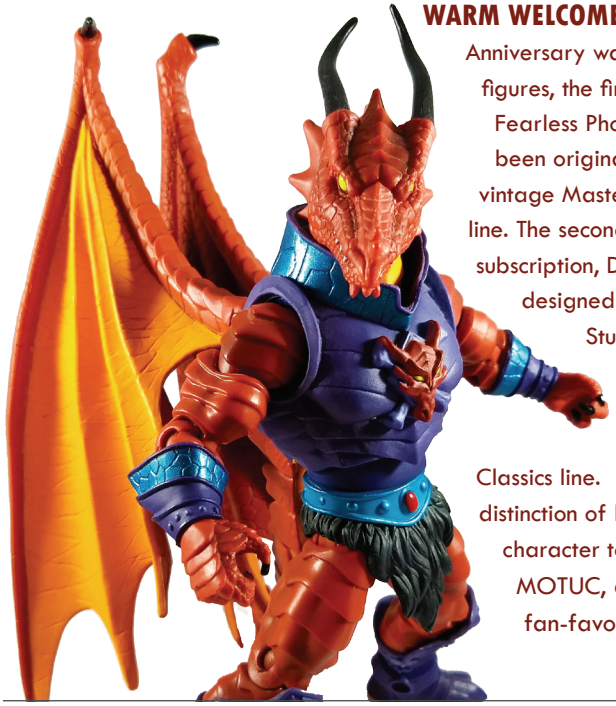
Featured on Thunder Punch He-Man's cardback were Man-E-Faces, Roboto, Fisto, Teela, and Chief Carnivus.

DRAEGO-MAN

Evil Fire-Breathing Menace

ACCESSORIES

REAL NAME Renounced his given Dragonian name **BIO** During the Great Wars, the Dragons of Darksmoke fought in many epic battles against King Grayskull and the Snake Men. A magical half-human, half-dragon creation of the Great Black Wizard, Draego-Man was shunned by Granamyr and allied himself instead with the free people of Eternia. After the Truce of the Three Towers, Draego-Man became so disgusted with the humans that he isolated himself from all civilization, living as an outcast in the Caverns of Rakash. After several millennia of bitter retreat, Draego-Man discovered Skeletor's plans to enslave his dragon kin and use them as weapons against the Royal Palace. He returned from hiding to join Skeletor's Evil Warriors, seeking revenge against all who betrayed him. Draego-Man uses his flame breath and ability to manipulate fire to battle for the side of evil!



WARM WELCOME Club 30th Anniversary was comprised of six figures, the first of which was Fearless Photog, which had been originally designed for the vintage Masters of the Universe line. The second figure in the subscription, Draego-Man, was designed by Four Horsemen Studios, the same team behind every sculpt in the Masters of the Universe Classics line. Draego-Man had the distinction of being the first all-new character to be released in MOTUC, and was easily the fan-favorite of the club.

MOTUC #083 • AFFILIATION Evil Warriors • SUBSCRIPTION Club 30th Anniversary 2012 • PRICE $20
ORIGINAL RELEASE MattyCollector.com (April 16, 2012) • RELEASE TYPE Carded Figure

IMPRESSIVE WINGSPAN Draego-Man's impressive wings were newly sculpted parts that were later re-used on Granamyr and Lord Dactus.

TOO HOT TO HANDLE

Draego-Man came armed with a flaming sword. The Four Horsemen originally intended for him to come with four weapons, but all except this sword were nixed for budgetary reasons.

SHIELD ME The three deleted accessories were later released in Weapons Pak #3 (Great Unrest Assortment) later in 2012. Among them was this shield with a removable flame border.

EN GUARDE This unlit version of Draego-Man's sword was the second deleted piece that later found a home in the third Weapons Pak.

WHIP IT GOOD This flaming whip was the final deleted Draego-Man accessory that later found a home in the third Weapons Pak.

SAME AS Draego-Man re-used King Hssss' shoulders, biceps and upper legs, He-Ro's boot tops, Whiplash's lower tail piece, and Hordak's ab piece, furry loincloth and feet.

TRIVIA

The following copy was written for Draego-Man's sales page on MattyCollector.com: "Fire raining down from the skies? Oh yes, you know you're in for something special! We're heating up our celebration of the 30th anniversary of the Masters of the Universe with Draego-Man, a fierce flyer who fights for team evil! For our second of six all-new original figures, we turned to the Four Horsemen, who not only sculpted this blazing bad boy, but also designed him, adding the first dragon figure to the MOTUC lineup! This 6" highly detailed, fully articulated figure includes a sizable snap-on tail, huge wings and a flaming sword."

The Four Horsemen's first choice for this figure's name, "Dragon Man," was not available for Mattel to use, as it is also the name of a Fantastic Four villain.

Featured on Draego-Man's cardback were Webstor, Clawful, Tri-Klops, Skeletor, and Whiplash.

STINKOR
Evil Master of Odors

REAL NAME Odiphus **BIO** Originally a Paleezean thief named Odiphus, Stinkor was banished from his village after helping a great warlord named Prahvus destroy their defensive weapons. Wandering throughout Eternia, curiosity led him to Tri-Klops' lab deep within Snake Mountain. There he caused an accident that infused his body with a horrid stench so powerful it drives away even Skeletor's Evil Warriors. After demonstrating how his stench power could be used as a weapon of warfare, Odiphus was recruited back to Snake Mountain and armed with a Power Vest Gas Mask created by Tri-Klops to funnel his stench directly at foes. Armed for combat and calling himself "Stinkor," Odiphus has the ability to stink and destroy with his odor of evil.

VINTAGE VAULT The vintage Stinkor figure was released as part of the original toyline's fourth wave in 1985. The figure came with removable armor and a blue shield.

UPDATE The vintage Stinkor figure was a repaint of the previously-released Mer-Man figure with recolored Mekaneck armor. The MOTUC Stinkor followed suit by sporting a repainted Mer-Man head and armor that would later be re-used on the MOTUC Mekaneck. One noticeable but appropriate deviation, however, was the use of the furry body buck on the MOTUC version of Stinkor instead of the smooth body utilized by the vintage Stinkor figure.

ACCESSORIES

GALLERY

MOTUC #084 • AFFILIATION Evil Warriors • SUBSCRIPTION Club Eternia 2012 • PRICE $20
ORIGINAL RELEASE MattyCollector.com (May 15, 2012) • RELEASE TYPE Carded Figure

SHIELD ME Just like his vintage predecessor, MOTUC Stinkor came with a blue shield. This piece originally appeared with the Eternian Palace Guards.

HEADS UP Stinkor came with an alternate head sculpt inspired by his redesign for the 2002 MYP MOTU cartoon series.

PLUG IT IN Also inspired by the character's 2002 redesign, the figure came with a removable blue gas mask and a breathing apparatus that plugged into the front of his armor.

GUN SHOW Stinkor's gun was a new piece. He did not carry a gun in the vintage line or the 2002 MYP MOTU cartoon series.

TANKS FOR THE MEMORIES The figure's removable blue tanks were based on the character's redesign for the 2002 MYP MOTU cartoon series.

ALTERNATE VIEWS

Stinkor utilized Mer-Man's head, Beast Man's torso, shoulders, biceps and upper legs, the standard male furry loincloth, and Skeletor's hands, boot tops, and feet. Stinkor was given an additional furry neck piece that was glued in place.

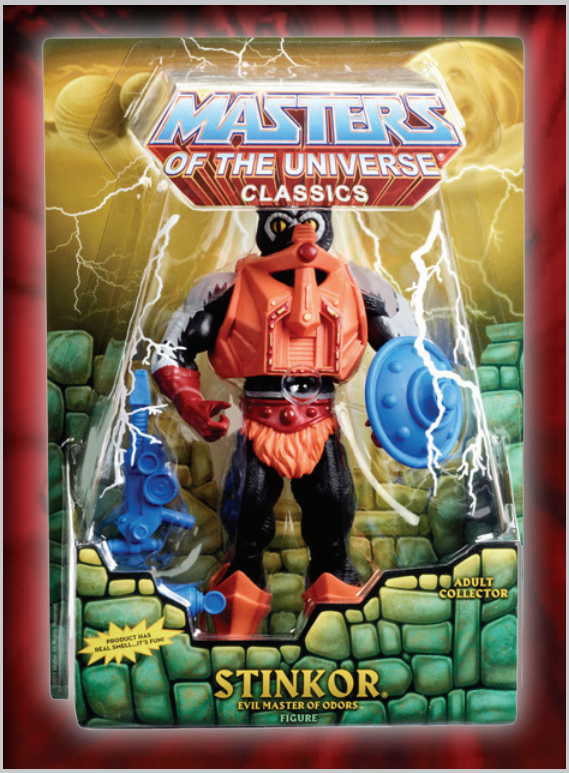
TRIVIA

The following copy was written for Stinkor's sales page on MattyCollector.com: "They say he who smelt it dealt it, but this time it's Stinkor who's got the Masters of the Universe running for cover! Rotten to the core, the Evil Master of Odors reeks of patchouli just like the vintage figure. This collection-essential character is fully articulated and includes a long list of accessories to assist him in malodorous misbehavior: Swappable chest piece (modern handle or vintage red dot), removable armor, classic and modern heads, face mask, removable back tank, odor blaster, vintage shield."

Just like his vintage action figure, the plastic used to make Stinkor was mixed with patchouli oil, giving the figure a real smell that was quite strong. Additionally, tThe callout on the packaging ("Product has real smell...it's fun!") was identical to the callout on the vintage figure's packaging.

Although not readily noticeable, Stinkor's forearms were reversed.

Featured on Stinkor's cardback were Kobra Khan, Faker, Keldor, Skeletor, and Whiplash.



SLUSH HEAD
Scaly Goon Squad Thug

REAL NAME Kalamarr **BIO** This grotesque, scaly, web-footed creature from Denebria's stinking Quagmire Swamp had his head permanently encased in a plateelium dome full of the swamp's foul waters. He carries a trident spear gun and a saber axe, as well as two huge mechanical tentacles for grabbing and crushing his foes. As a petty thug and pickpocket, Kalamarr bounced in and out of Prison Starr throughout his youth. Just when he began getting his life in order, Skeletor arrived on his quest to overthrow the Horde Empire. The promise of riches and power were enough to sway this mutant moron and goon squad member to Skeletor's evil ways.

ACCESSORIES

VINTAGE VAULT The vintage Slush Head figure was released as part of the "He-Man" toyline's first wave in 1989. The figure's right arm was spring-loaded to chop downwards when raised. Slush Head came armed with a gun/axe weapon.

GONNA REACH OUT AND GRAB YA Slush Head came equipped with two mechanical tentacles with claws on the end (one of which was hinged). These two pieces plugged into his backpack, were removable, and could swivel at both ends, but were not bendable.

GALLERY

MOTUC #085 • AFFILIATION Space Mutants **• SUBSCRIPTION** Club Eternia 2012 **• PRICE** $20 **• ORIGINAL RELEASE** MattyCollector.com (May 15, 2012) **• RELEASE TYPE** Carded Figure

DOUBLE THREAT As with the vintage figure, the MOTUC Slush Head's weapon doubled as both a gun and an axe.

WATER LOGGED The vintage Slush Head figure featured a domed helmet that was filled with a saline/water solution. The MOTUC Slush Head came "dry," but there was a plug in the back of his helmet that allowed collectors to fill it with water if they so wished. The side of Slush Head's package bubble even read, "Fill helmet with water...it's fun!"

INARTICULATE In order to accommodate the figure's water feature, Slush Head's head and dome were permanently attached to the figure's removable armor. As a result, the figure lacked any neck articulation. It also did not have the head-swapping feature of most MOTUC figures.

TRIVIA

The following copy was written for Slush Head's sales page on MattyCollector.com: "He may not be the brightest star in the galaxy, but if you're looking for loyalty, then dim-witted disaster Slush Head is definitely your go-to goon. Flogg's favorite fiend is highly detailed and outfitted with tentacles that end in fully articulated claws. He includes removable armor, a space blaster, and, just like the vintage toy, an encased cranium that really holds water (swamp stench and water not included)."

Slush Head was only the second Space Mutant released in MOTUC and the first since Optikk two years prior.

Slush Head re-used Whiplash's torso, shoulders, and thighs; Mer-Man's hands; Skeletor's feet; Kobra Khan's forearms; Icarius' shins and shorts; and the standard male biceps.

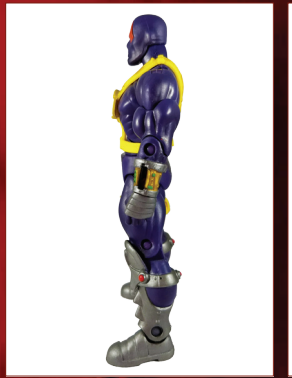
The tubing on the figure's arms was not removable.

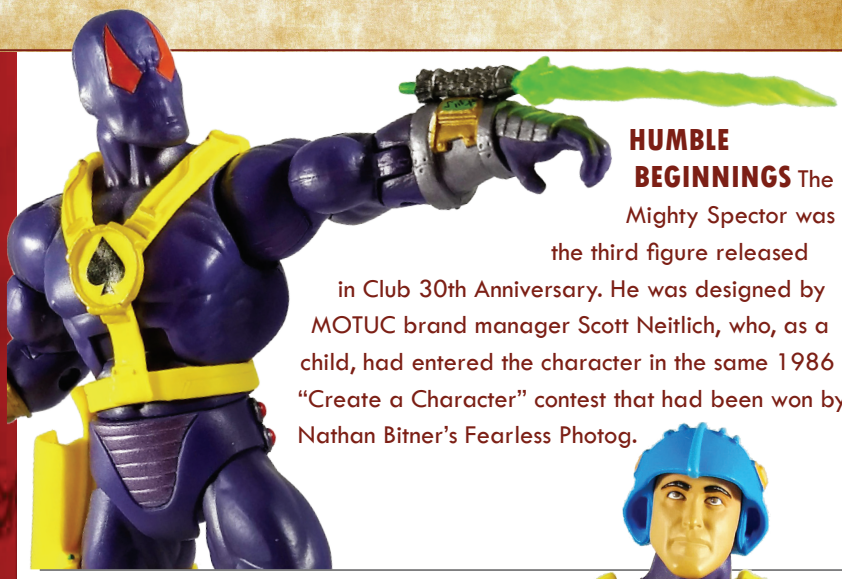
Featured on Slush Head's cardback were Optikk, Faker, Battle Armor Skeletor, Icarius, and Roboto.

THE MIGHTY SPECTOR

Heroic Master of Time Travel

REAL NAME John Spector **BIO** After Skeletor banished King Randor to Despondos, he seized his rightful throne and dismantled the Eternian Palace Guards. Loyal to Marlena and the Royal Household, Lt. Spector was cut off from the rest of the Masters of the Universe when he was thrown into a time portal and flung into the future. In this new time, he served King He-Man and was given a special suit reverse-engineered from the Cosmic Key. Using its powers, Spector could travel into time, fighting for the Royal Family as their agent throughout Eternia's history. Spector uses his Vortex Suit to turn the tide in battle, loyally serving the King and Queen of Eternia.

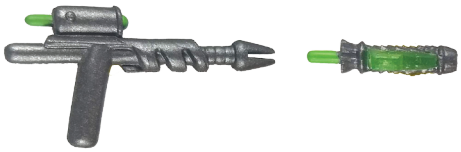




HUMBLE BEGINNINGS The Mighty Spector was the third figure released in Club 30th Anniversary. He was designed by MOTUC brand manager Scott Neitlich, who, as a child, had entered the character in the same 1986 "Create a Character" contest that had been won by Nathan Bitner's Fearless Photog.

SEEING DOUBLE The name Lt. Spector was first mentioned in the bio for the Eternian Palace Guards. Considering that one of the guards' heads was sculpted to look like Neitlich, it stands to reason that this particular Palace Guard was actually the Lt. Spector who eventually became The Mighty Spector.

ACCESSORIES



GALLERY

MOTUC #086 • AFFILIATION Heroic Warriors **• SUBSCRIPTION** Club 30th Anniversary 2012 **• PRICE** $20
ORIGINAL RELEASE MattyCollector.com (May 15, 2012) **• RELEASE TYPE** Carded Figure

BACK TO THE FUTURE The time-travel device on Spector's left wrist took its design cues from the Cosmic Key, which was mentioned in Spector's bio and was also released as an accessory with both Preternia Disguise He-Man and Gwildor.

CUTS LIKE A KNIFE The time travel device on Spector's wrist could be removed and replaced with a "plasma knife."

GUNS OUT The Mighty Spector's third accessory was a laser gun, which could be stored in the holster on his hip.

DRAW Spector's holster attached at his belt and also fastened around his leg. It was removable, as was his chest harness, which was a separate piece from the holster.

ALTERNATE VIEWS The Mighty Spector utilized the standard male torso, shoulders, biceps, right forearm, right hand, and upper legs, as well as Trap Jaw's left hand, shorts, and boots. Spector's head and left forearm were newly sculpted parts.

TRIVIA

The following copy was written for The Mighty Spector's sales page on MattyCollector.com: "Ready to clean evil's clock at a moment's notice, King He-Man's Time Agent dedicates his life to defending the royal household and protecting the time stream during the Eternian Time Wars. The third figure in the MOTU 30th Anniversary Series, this all-new character is designed by Scott 'Toy Guru' Neitlich and sculpted by the Four Horsemen. With these accessories, he fights the good fight whenever, wherever he's needed: removable armor, Cosmic Key wrist controller, plasma knife, blaster."

When The Mighty Spector was first revealed, his prototype was shown with an energy whip accessory, but this was removed before production.

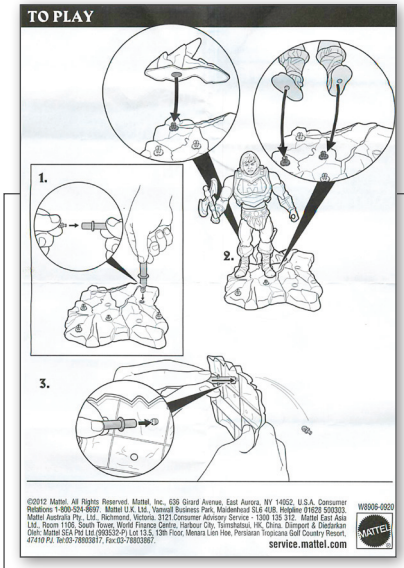
The back of The Mighty Spector's card showed one of the Eternian Palace Guards bearing the name "Lt. Spector." This was the only time in MOTUC that an otherwise nameless army builder figure was later given an official name on a cardback.

Featured on The Mighty Spector's cardback were Hurricane Hordak, King Hssss, Battleground Teela, Kobra Khan, Lt. Spector, and Evil-Lyn.

SNAKE MOUNTAIN STANDS

For 6" Figures

INTRODUCTION Snake Mountain Stands were small, stone-like figure display stands that were packaged five to a box and retailed for $12 each. They were not included as part of the 2012 subscription plan, but were instead made available for sale on May 15, 2012, along with Stinkor, Slush Head, and The Mighty Spector.



PACKAGING The stands came packaged in a basic white box with minimal exterior graphics. Inside, the five stands and small side walls were packaged in separate baggies, with another baggie for the pegs and insertion tool. There was also an instruction sheet, although assembly was rather self-explanatory.

SCULPTING & PAINT The bases and small side walls had a stony, jagged look reminiscent of the vintage Snake Mountain playset. The base was about 4"x4", and the small side wall was 2" tall by 3" wide. The base was partially painted to give it the appearance of flowing lava.

MOTUC #087 • AFFILIATION N/A • SUBSCRIPTION N/A • PRICE $12
• ORIGINAL RELEASE MattyCollector.com (May 15, 2012) • RELEASE TYPE Boxed Figure Stands

ASSEMBLY There were ten small pegs included, as well as a tool to insert them into the base. The base itself had eight holes — one to attach the small rock wall, and the other seven to be used with the feet of a figure.

The fit on both the bottom of the foot and on the stand was tight, but the posts were not solid pieces. Instead, they were split so that they were easier to insert and then stay firmly in place.

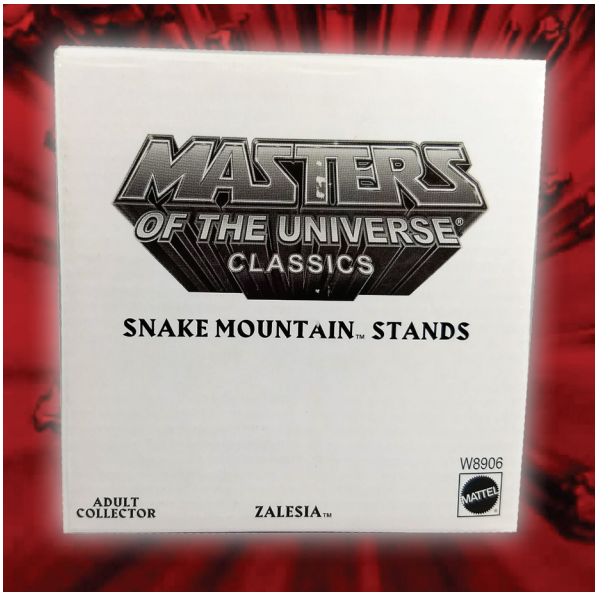
The pegs were not really necessary to hold the small wall in place, as it stood quite well on its own. The pegs did help to keep figures standing in both vanilla and certain action poses.

TRIVIA

The following copy was written for the stands' sales page on MattyCollector.com: "The time is now for the villains of the cosmos to take a stand against all that is good! Actually, they can take five of them with our Snake Mountain Stands set. Designed to hold most 6" MOTUC figures (heroes fit, too, but don't tell the Snake Men), the stands feature a rock and lava theme sculpted right into the base, and, for an extra dose of drama, a spiky stalagmite. And don't leave the good guys lying down on the job… get them their own Castle Grayskull stands!"

DESIGN The bases could be placed together to create a wider "floor" for battle scenes.

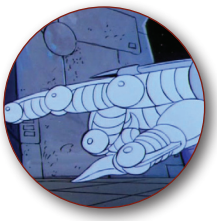
DISPLAY The most obvious use of the stands was for display purposes, even though most MOTUC figures had no issue standing on their own.



HORDE PRIME

Supreme Ruler of the Horde Empire

REAL NAME Anillis Kur **BIO** Evil dictator of a galaxy-spanning empire, the tyrannical Horde Prime rules from his throne on Horde World. Systematically wiping out many of the Cosmic Enforcers, Anillis gained his greatest triumph when he infected his arch enemy He-Ro with a mind wiping techno-organic virus and banished him to the far off magical planet of Eternia. Knowing his scheming younger brother's ambition, Anillis sent him on a foolish quest to ensure He-Ro was defeated, never realizing that in doing so he would set about a destined series of events that five millennia later would lead to his defeat at the hands of the twin warriors He-Man and She-Ra!



CARTOON CORNER In the Filmation POP cartoon, Horde Prime was nothing more than a mechanical hand and an ominous voice; he was otherwise never physically depicted on screen. For Masters of the Universe Classics, Mattel and the Four Horsemen were able to finally give the character a full design.

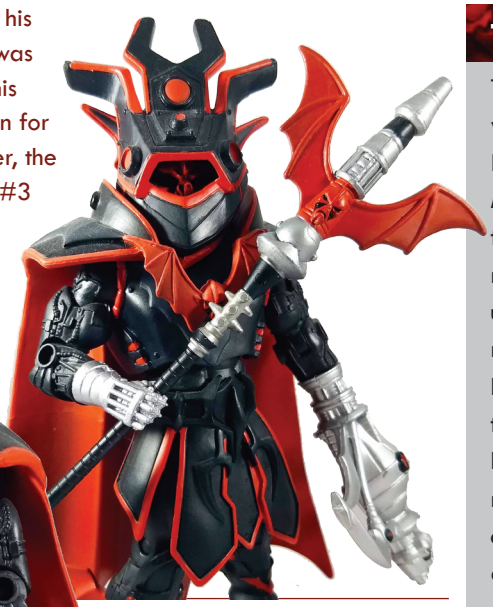
IT RUNS IN THE FAMILY With the exception of an unpainted test shot that leaked on-line, Mattel was largely able to keep Horde Prime's face a secret until the figure began arriving in collectors' mailboxes, even excluding the head from samples sent out for early reviews.

ACCESSORIES

ALTERNATE VIEWS Horde Prime utilized the standard male torso and upper legs, Roboto's arms, the Faceless One's skirt piece, and Hordak's boots, hood, and armor.

MOTUC #088 • AFFILIATION The Evil Horde **• SUBSCRIPTION** Club Eternia 2012 **• PRICE** $20
ORIGINAL RELEASE MattyCollector.com (June 15, 2012) **• RELEASE TYPE** Carded Figure

BONUS ACCESSORY In addition to his crossbow attachment, Horde Prime was intended to come with a staff, but this accessory was cut prior to production for budgetary reasons. Four months later, the staff was included in Weapons Pak #3 (Great Unrest Assortment).



DON'T CROSS ME Either of Horde Prime's hands could be removed and replaced with his crossbow attachment, the design of which included a tiny Hordak face.

JUMPING OFF THE PAGE Unlike in the Filmation POP cartoon where his face was never seen, Horde Prime was fully depicted in the 1980s UK MOTU comics. An alternate head was included in the package for Horde Prime, paying homage to this design. Additionally, by placing this alternate head, Horde Prime's cape, and Cy-Chop's belt on the Might Spector body, collectors could create a fairly accurate facimile of Horde Prime's overall design from the UK MOTU comics.

GALLERY

TRIVIA

The following copy was written for Horde Prime's sales page on MattyCollector.com: "He's finally out of the shadows… remove his mask and look upon the face of evil! Does Horde Prime bear a resemblance to his sinister brother, Hordak? At long last fans will know when his face is revealed with this figure designed by the Four Horsemen. The leader of the intergalactic Horde Empire comes ready to defend his throne with an arm laser cannon attachment, and since they say two heads are better than one, we've also included a handy second head inspired by the UK Comic Books."

Horde Prime's arms were compatible with attachments from Trap-Jaw, Roboto, Spikor, and other figures in the line.

The official bio for Horde Prime's alternate head sculpt ("Horde Supreme — Evil Conquering Prince of the Horde Empire") can be found on page 595.

Featured on Horde Prime's cardback were Hordak, Grizzlor, Leech, He-Man, and She-Ra.

SNAKE MAN-AT-ARMS

Transformed Master of Weapons

ACCESSORIES

REAL NAME Duncan of the Viper Clan **BIO** Duncan heroically served King Randor throughout their battles with Skeletor and the Snake Men as Eternia's chief war strategist and weapons maker. Exposed to the Serpent's Ring, Duncan was magically transformed by King Hssss into a snake man permanently. Under this evil spell, he used his genius to create great and horrific machines of war for the Snake Men as they battled for control of Eternia. Eventually, Duncan was forced to battle against Clamp Champ, who had since replaced him as Royal Man-At-Arms. In their epic final duel during the Second Ultimate Battleground, Duncan was mortally wounded, but not before momentarily recovering his humanity thanks to a spell cast by his daughter Teela, the new Sorceress of Grayskull.

CARTOON CORNER In the MYP MOTU cartoon episode "Second Skin," King Hssss uncovered an artifact called the Serpent's Ring which allowed him to turn people into Snake Men. This figure paid homage to Man-At-Arms' appearance in this episode. The figure's bio made reference to a planned (but never produced) cartoon storyline that would have seen King Hssss capture Man-At-Arms, transforming him back into a Snake Man and employing him as his personal inventor and engineer.

BONUS ACCESSORY The Serpent's Ring, a magical artificact which enabled King Hssss to turn people into Snake Men, was both introduced and destroyed in the MYP MOTU episode "Second Skin." It was included here as an accessory for King Hssss. An official bio for this accessory can be found on page 604.

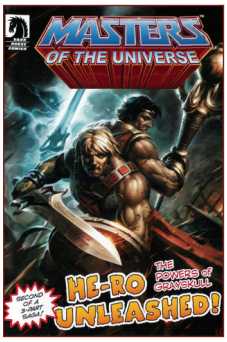
MOTUC #089 • AFFILIATION The Snake Men **• SUBSCRIPTION** Club Eternia 2012 **• PRICE** $20
ORIGINAL RELEASE MattyCollector.com (June 15, 2012) **• RELEASE TYPE** Carded Quarterly Figure

FAN FEEDBACK When Snake Man-At-Arms was first shown at NYCC in 2011, he was simply a Man-At-Arms figure with a new head and yellower armor (closer to the character's coloring in the 2002 cartoon). Fans quickly pointed out that there were other ways to make the figure more closely resemble his 2002 appearance, and Mattel obliged by re-using Trap-Jaw's upper legs, Man-E-Faces' shoulders, and Roboto's biceps, giving the figure a more accurate "armored-up" design. The figure was also originally supposed to include an alternate, helmetless head (with ponytail) and an arm cannon, but both pieces were nixed for budgetary reasons only to reappear later in the line with other releases.

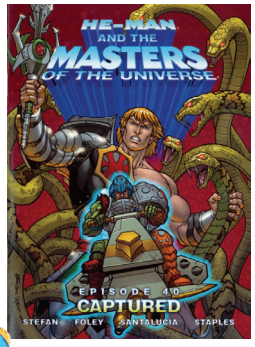
TRIVIA

The following copy was written for Snake Man-At-Arms' sales page on MattyCollector.com: "Former weapons master Duncan has shed his noble ways and slithered over to the dark side thanks to an evil spell. Changed forever into the reprehensibly reptilian Snake Man-At-Arms, this figure arrives with a replica of the Serpent's Ring responsible for his transformation, as well as the mace he now yields in service of the evil King Hssss. Also included is issue #2 of the all-new 30th Anniversary mini-comic (#2 in a series of 3)."

Featured on Snake Man-At-Arms' cardback were Hordak, Grizzlor, Leech, Horde Prime, Shadow Weaver, and Catra.



THE STORY CONTINUES The figure came packaged with a mini-comic titled "The Powers of Grayskull Part Two: The First Ultimate Battleground!", which was the second of a 3-part saga that began with the mini-comic issued with Thunder Punch He-Man. For a closer look at this comic, see page 603.



THE STORY CONTINUES, PART TWO The unproduced 40th episode of the MYP MOTU cartoon series, "Captured," was released as a mini-comic exclusive to the series' season 3 DVD release at Best Buy. This episode's storyline concluded with the capture of Man-At-Arms by King Hssss and his subsequent transformation back into a Snake Man.

CARTOON ACCURATE By placing the original Man-At-Arms head on the Snake Man-At-Arms body, collectors could create a version of the figure that resembled the character's appearance in the 2002 MYP MOTU cartoon.

TASTE THE MACE Snake Man-At-Arms' mace was identical to the accessory included with the original Man-at-Arms figure, but cast in a yellower plastic instead of orange.

GRIFFIN
Evil Flying Beasts

REAL NAME Varies **BIO** Griffins, great flying beasts originally brought to Eternia by Star Merchants, broke free and lived in a wild colony deep in the Vine Jungle. Here they were once again enslaved, becoming the steed of choice for the savage Beast Men living in their treetop villages. Raqquill Rqazz, a Beast Man serving Skeletor from Snake Mountain, often calls upon several Griffins to carry him and his master into battle. During the Second Ultimate Battleground, several hundred Griffins were commanded to attack Grayskull Tower, hoping to weaken the Masters' defense perimeter. Soaring high above Eternia, Griffins bring terror to those below!

CARTOON CORNER Griffins made their first appearance in the debut episode of the 2002 MYP MOTU cartoon series. The creatures subsequently appeared in a total of 20 episodes of the series, making their final appearance in "The Power of Grayskull.".

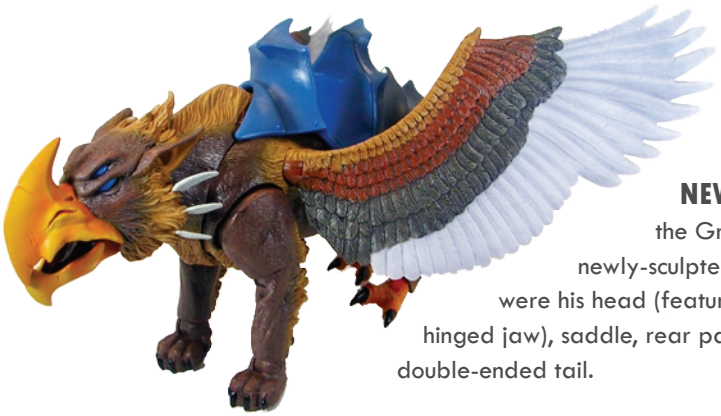
SAME AS The Griffin re-used Battle Cat's front legs, front paws, lower body, and back legs, as well as Swiftwind's wings, which were removable.

GALLERY

MOTUC #090 • AFFILIATION Evil Warriors **• SUBSCRIPTION** Club Eternia 2012 **• PRICE** $30 **• ORIGINAL RELEASE** MattyCollector.com (June 15, 2012) **• RELEASE TYPE** Boxed Beast

RIDE LIKE THE WIND

The Griffin's saddle, which was a newly-sculpted piece, was designed to carry one figure.



NEW Among the Griffin's newly-sculpted parts were his head (featuring a hinged jaw), saddle, rear paws, and double-ended tail.

UNBRIDLED The Griffin's saddle was removable.

TRIVIA

The following copy was written for the Griffin's sales page on MattyCollector.com: "This beady-eyed brute is cleared for takeoff and ready to attack! The lion might lie down with the lamb, but the Griffin would rather fly into battle with a warrior on his back. Sporting a beak only a mother could love and a massive wingspan, this impressive oversized figure is fully posable and comes with a removable saddle that can accommodate a rider, such as the Beast Man figure."

Griffins were one of only two army-building beast figures released in MOTUC; the other being the Shadow Beasts.

Featured on Griffin's cardback were Skeletor, Beast Man, Mer-Man, Tri-Klops, Whiplash, Kobra Khan, Evil-Lyn, Trap Jaw, and Webstor.

VYKRON
Ultimate Eternian Champion

ACCESSORIES

REAL NAME Vykron **BIO** Fifty years before Prince Adam was born, Vykron the Warrior fought in the gladiatorial arena of Lord Choloh, ruler of the Vine Jungle. Learning from each defeated opponent, he became a master of many combat techniques and weapons. As much a champion as a showman, he would often dress in outlandish garb to rouse the crowd and show off his skills. In his final match, he fought against the great Gygor. Before a cheering crowd, the evil fighting gorilla ripped Vykron's body in half – at long last defeating the arena champion. Following this match, Gygor claimed not only the arena championship but rule of the Jungle itself, forcing Choloh to abdicate his throne. In life, Vykron was the greatest of Choloh's gladiatorial warriors, fighting in any environment at any time.

SEEING TRIPLE When the designers behind the vintage Masters of the Universe toyline first pitched the concept to Mattel's upper management, their idea was that the main character could wear different outfits and fit different eras. A prototype figure was created and presented as a military man, a barbarian, and a space man. Mattel's upper management liked the barbarian and decided to pursue that angle, and the idea of a figure wearing multiple outfits was dropped. For Masters of the Universe Classics, Mattel decided to pay homage to this original pitch by naming the character Vykron and giving him a story and a figure of his own, equipped with all the necessary pieces to recreate the three "looks" from the original design pitch.

GALLERY

MOTUC #091 • AFFILIATION None **• SUBSCRIPTION** n/a **• PRICE** $30
ORIGINAL RELEASE San Diego Comic-Con (July 12–15, 2012) **• RELEASE TYPE** Boxed Exclusive Figure

THE BARBARIAN In order to create the "barbarian" look (*left*), the figure included a removable helmet (with hair attached), harness, shin armor, and an axe.

SPACE ACE Vykron's "Space Ace" look was accomplished with a removable helmet, harness, jetpack, belt, gauntlets, boots, and a gun.

TANK TOP In order to create Vykron's military look, the figure included a "tank" head, harness, gauntlets, boots, and a rifle.

TRIVIA

The following copy was written for Vykron's sales page on MattyCollector.com: "If clothes make the He-Man, then this pitch prototype for the 1982 lineup is destined to be the star of the MOTU 30th Anniversary celebration thanks to a choice of three outfits: barbarian, spaceman, and military warrior! Wearing the 'armor of defeated opponents,' you'll get him in-package dressed as a barbarian only at SDCC, but you can find him here at MattyCollector.com after the show packed as a spaceman or military warrior (all three outfits are included regardless of where he's purchased)."

The figure was first offered for sale as an exclusive at the 2012 San Diego Comic-Con. He was then offered up for sale to the general public on MattyCollector.com after SDCC was over.

In late 2019, official bios for "Tank Top" (*see page 590*) and "Space Ace" (*see paige 591*) were revealed on He-Man.org, establishing these two variations of Vykron as separate characters.

Vykron utilized the standard male torso, shoulder, biceps, furry loincloth, legs, and boots. His head, forearms, and hands were newly sculpted pieces. The head beneath the helmet had no hair and was used for both the barbarian and the space man outfits.

Featured on Vykron's cardback were Zodac, Mer-Man, Wun-Dar, Beast Man, the Goddess, and the Faceless One.

SPIKOR

Untouchable Master of Evil Combat

REAL NAME Kleffton **BIO** Originally a blacksmith from the Eternian village of nor, Kleffton was fused with an enchanted suit of spiked armor and a mystic trident when he attempted to steal a sacred scroll from the city's high priests. Banished from his home, Kleffton became an outcast, wandering into the Sands of Time. He was discovered by Skeletor, who saw his natural talent to forge weapons and recruited him to battle against the Snake Men. Now called Spikor, he serves Skeletor by creating new arms and armor for the Overlord of Evil. Spikor uses his spike-studded body and trident arm as mighty weapons!

VINTAGE VAULT The vintage Spikor figure was released as part of the original MOTU toyline's fourth wave in 1985. The figure featured a retractable trident in its left arm and came equipped with an orange spiked mace.

UPDATE While the vintage Spikor figure had a unique, spiked torso, the MOTUC version of the figure was given a spiked armor overlay over a standard male torso. Additionally, while the vintage figure sported either a solid black or a black/silver trident, the MOTUC figure's trident was solid silver.

ACCESSORIES

GALLERY

MOTUC #092 • AFFILIATION Evil Warriors • SUBSCRIPTION Club Eternia 2012 • PRICE $20
ORIGINAL RELEASE MattyCollector.com (July 16, 2012) • RELEASE TYPE Carded Figure

TRI ME Spikor came with two different tridents (short and long), an optional red connector piece, and a normal left hand, allowing for a variety of display options.

TASTE THE MACE Like his vintage predecessor, Spikor came armed with an orange mace.

WELL ARMED Spikor's left arm was compatible with attachments from Trap-Jaw, Roboto, Hurricane Hordak and others.

ALTERNATE VIEWS Spikor was comprised almost entirely of parts from the standard male buck. His only new parts were his forearms and head.

TRIVIA

The following copy was written for Spikor's sales page on MattyCollector.com: "Pair a prickly personality with a spiky suit of armor and you get this bad-boy blacksmith, skilled at creating arms of destruction for the dark side. This long-awaited, fan-demanded figure finally arrives complete with removable armor, vintage war club, and three interchangeable hands, including both long and short tridents, as well as a human hand for his vintage Filmation/mini-comic look."

A second Spikor figure, based on his appearance in the Filmation MOTU cartoon, was released by Super7 as a Power-Con exclusive in the fall of 2018.

Spikor's mace, in red, was later included as an accessory for the Batros figure.

Featured on Spikor's cardback were Kobra Khan, Skeletor, Trap Jaw, Whiplash, and Clawful.

SIR LASER-LOT

Heroic Knight of Grayskull

ACCESSORIES

REAL NAME Unrevealed **BIO** Across the continent of Preternia, the mightiest of King Grayskull's knights was Sir Laser-Lot, a master of weapons and hand-to-hand fighting techniques. He wore an enchanted suit of armor powered by the great Gem of Tamadge which enhanced his strength and let him unleash powerful energy blasts. So legendary were his deeds that the future king He-Man sent one of his loyal Time Agents into the past to bring Sir Laser-Lot forward to his time. Here, Sir Laser-Lot became the King's new Man-At-Arms, training both the Royal Guards and the King's young son Dare in ancient battle techniques. Sir Laser-Lot uses his energy blade to fight for chivalry and justice in any time.

ORIGINS Sir Laser-Lot was the fourth figure released in 2012's Club 30th Anniversary. He was designed by DC Comics Chief Creative Officer Geoff Johns when he was only eight years old and submitted as an entry in Mattel's 1986 Create a Character contest. The character made its media debut in the digital comic "The Lost Knight" in June of 2012 and later appeared again in the "Eternity War" mini-series in 2015.

SHIELD ME Sir Laser-Lot's shield was made from translucent blue plastic with silver painted detailing.

MOTUC #093 • AFFILIATION Future Heroic Warriors **• SUBSCRIPTION** Club 30th Anniversary 2012 **• PRICE** $20
ORIGINAL RELEASE MattyCollector.com (August 15, 2012) **• RELEASE TYPE** Carded Figure

ALTERNATE VIEWS

Sir Laser-Lot utilized the standard male shoulders, torso, biceps, and upper legs, Hordak's gloves, Bow's boots, and Man-E-Faces' lower torso. His head was the only newly-sculpted piece.

TASTE THE MACE Sir Laser-Lot's mace was made from translucent red plastic with a painted black handle.

EN GUARDE Sir Laser-Lot's third accessory was a sword made from translucent red plastic with a yellow handle

BONUS Sir Laser-Lot's mace, sword and shield were re-released in black and gray in 2013's Weapons Pak #4 (End of Wars Assortment). Some fans decided to consider these accessories as "powered-down" versions of Sir Laser-Lot's weapons.

GALLERY

TRIVIA

The following copy was written for Sir Laser-Lot's sales page on MattyCollector.com: "They say the secret to successful swordplay is in the twist of the wrist, and Sir Laser-Lot wields his weapons with stunning skill. He swiftly slices and dices enemies of Eternia with his energy blade, proving himself a true and loyal servant to the King. Created by comic legend Geoff Johns for the 30th Anniversary series, the Sir Laser-Lot figure arrives armed with his Laser Sword, Laser Mace and Shield."

The cape and armor were a single piece and were removable. These two pieces would later be used again for the Plasmar figure.

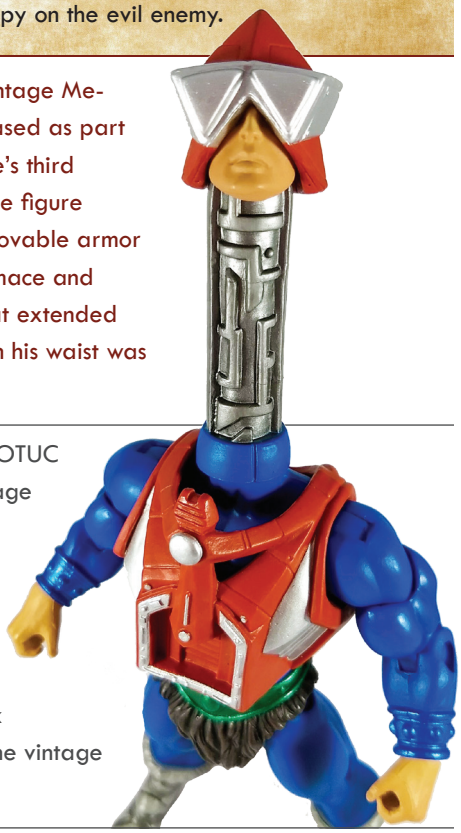
An official bio for the Gem of Tamadge can be found on page 597, with additional information contained in the bio for Tamadge on page 613.

Featured on Sir Laser-Lot's cardback were King Grayskull, He-Ro, Moss Man, the Goddess, and The Mighty Spector.

MEKANECK
Heroic Human Periscope!

REAL NAME Orius **BIO** Injured in the Battle of the Avions during the Great Unrest, Orius was brought by Man-At-Arms to Castle Grayskull where he was healed by the Sorceress. The magic spell replaced his neck with an ever-expanding mechanical construction made of microscopic nanites. By increasing or decreasing the number of nanites in his body, Orius gained the ability to grow his neck to almost unlimited length. Taking the code name Mekaneck, he served the royal household as a loyal member of the Masters of the Universe, using his amazing periscope neck to spy on the evil enemy.

VINTAGE VAULT The vintage Mekaneck figure was released as part of the original toyline's third wave in 1984. The figure came with removable armor and a yellow mace and had a neck that extended from his body when his waist was turned.



LOOK OUT The MOTUC Mekaneck figure dropped the vintage figure's action feature in favor of a neck piece that could be added after first removing the figure's head. This approach to Mekaneck's "action feature" allowed the figure to retain its neck articulation, which was something the vintage figure lacked.

ACCESSORIES

GALLERY

MOTUC #094 • AFFILIATION Heroic Warriors **• SUBSCRIPTION** Club Eternia 2012 **• PRICE** $20
ORIGINAL RELEASE MattyCollector.com (September 17, 2012) **• RELEASE TYPE** Carded Figure

JOIN THE CLUB Mekaneck came armed with an updated version of his vintage figure's yellow club.

I SPY In his various media appearances, Mekaneck could stretch his neck much farther than his vintage action figure could. To reflect this ability, the MOTUC Mekaneck came with a second, "extra-long" neck extension piece.

MEGA-NECK The extender pieces could be combined to create one incredibly long neck, although the effect was broken by the blue collar at the base of either piece.

ALTERNATE VIEWS Mekaneck utilized the standard male torso, shoulders, biceps, furry loin cloth, legs, and boots, as well as He-Man's right bracer, Tri-Klops' left bracer, and Stinkor's armor. His only new pieces were his head, neck extenders, and club.

TRIVIA

The following copy was written for Mekaneck's sales page on MattyCollector.com: "Optikk can spy with his little eye, but Orius can really go the distance! This member of the Heroic Warriors is more than willing to stick his neck out for a good cause, thanks to the nifty nanites that allow him to reach towering heights. This figure arrives with two fully-articulated, interchangeable neck segments, allowing for a total of three different lengths, as well as a war club and removable armor."

Many fans have theorized that Mekaneck's club was designed to double as a telescope, although this has never been confirmed in any media.

The short neck extention piece was 2" long, while the longer piece was 5" long. This means the Mekaneck figure could stand 7", 9", 12" or 14" tall, depending on which pieces were used.

Featured on Mekaneck's cardback were Snake Man-At-Arms, Man-E-Faces, Snout Spout, Thunder Punch He-Man, and Teela.

DRAGON BLASTER SKELETOR

Evil Leader & His Dreadful Dragon with Paralyzing Spray!

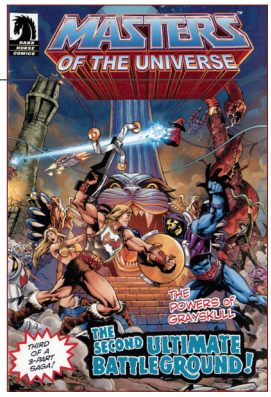
ACCESSORIES

REAL NAME Keldor of the House of Miro **BIO** As the ruler of Eternia following Randor's banishment, Skeletor created a new magical armor infused with an Eternian dragon, giving him the power to paralyze his enemies at first glance. His rule was cut short, however, when Skeletor's former master Hordak returned from Despondos with the help of Evil-Lyn. Hordak not only overthrew Skeletor, but drove the Snake Men into hibernation. Forced into a war on multiple fronts, Skeletor continued to lead his Evil Warriors into battle, often having to fight side-by-side with his former enemies – the now renegade Masters of the Universe. Perched on his master's armor, the evil dragon "pet" of Skeletor stops his enemies cold with his paralyzing jet spray of venom.

VINTAGE VAULT The vintage Dragon Blaster Skeletor figure was released as part of the original toyline's fourth wave in 1985. The figure featured removable armor with an attached dragon that could spray water out of its mouth like a squirt gun. It also came armed with a purple Power Sword.

UPDATES Like its vintage predecessor, the MOTUC Dragon Blaster Skeletor came with armor that featured an attached dragon on its back, a green padlock, green wrist cuff, and a real metal chain. This version of Skeletor was notable because it was designed to more closely resemble the vintage figure, whereas previous Skeletor figures in the line were based on the vintage cross-sell art. This means Dragon Blaster Skeletor was given Whiplash's barbed forearms and Kobra Khan's feathery greaves.

THE SAGA CONTINUES Dragon Blaster Skeletor came packaged with a mini-comic titled "The Powers of Grayskull Part Three: Battle for the Fate of the Universe!", which was the conclusion of a 3-part saga that began with the mini-comic issued with Thunder Punch He-Man and continued with the issue included with Snake Man-At-Arms. For a closer look at this comic, see page 613.



MOTUC #095 • AFFILIATION Evil Warriors • SUBSCRIPTION Club Eternia 2012 • PRICE $20
ORIGINAL RELEASE MattyCollector.com (September 17, 2012) • RELEASE TYPE Carded Quarterly Figure

EN GUARDE Dragon Blaster Skeletor came armed with a purple version of the Power Sword, making its 15th appearance in MOTUC.

STUCK ON YOU The dragon's collar was attached to a chain that was looped through the front of Skeletor's armor, which meant that the dragon could not be completely removed from the armor without breaking the chain.

SAY HELLO TO MY LITTLE FRIEND The vintage dragon accessory had an open mouth and a water-spraying action feature (like Kobra Khan). The MOTUC version lacked the action feature, and the dragon was sculpted with a closed mouth.

GALLERY

TRIVIA

The following copy was written for Dragon Blaster Skeletor's sales page on MattyCollector.com: "Others might have a monkey on their back, but the Evil Lord of Destruction has something much better … a dragon! No cute pet, this Dreadful Dragon is removable and features a ball-jointed head. The Dragon Blaster Skeletor figure also comes with a purple Power Sword, real metal chains and a vintage-style padlock to keep his vicious buddy locked down tight, as well as the final mini-comic in our 2012 three-issue series. (Although the vintage dragon shot water, this version does not – too messy!)"

Like most figures in the line, the dragon's head could be removed and placed on another figure's body.

Featured on Dragon Blaster Skeletor's cardback were Preternia Disguise He-Man, Temple of Darkness Sorceress, He-Ro, King Grayskull, Hordak, and Webstor.

SNAKE MEN

Slithering Minions of King Hssss

ACCESSORIES

REAL NAME Varies **BIO** A hybrid of three cold-blooded alien races, the Snake Men were spliced together and bred by the Unnamed One to serve as loyal foot soldiers in his ever-growing army. Several battalions of Snake Men were assigned to the Viper Lord King Hssss and traveled with him to Eternia to plunder its hidden magic for their formless master. Unprepared for an attack by invading Horde armies, the Snake Army was driven into hibernation and eventually trapped in the Void by the warrior Zodak. Five millennia later, Hssss and his reptile army escaped their imprisonment and once again took up the fight to claim Eternia. Snake Men fight loyally in the armies of King Hssss against the heroic Masters of the Universe.

BACKGROUND While King Hiss and the Snake Men made their debut in the vintage toyline, the idea of a vast Snake Men army was not introduced until the 2002 MYP MOTU cartoon. This Snake Men 2-pack allowed collectors to build a plastic Snake Men army of their own.

WHAT'S IN THE BOX? Each 2-pack came with four heads, two bodies, two sets of armor (blue and brown), a shield, a mace, a sword, and a staff. All of these pieces were newly-sculpted for this set.

MOTUC #096 • AFFILIATION The Snake Men • SUBSCRIPTION Club Eternia 2012 • PRICE $40 • ORIGINAL RELEASE MattyCollector.com (September 17, 2012) • RELEASE TYPE Figure 2-pack

HEAD GAMES Each 2-pack came with four interchangeable heads (*above*): one yellow with closed mouth and blue eyes; one orange with open mouth and yellow eyes; one orange with closed mouth and green eyes; and one yellow with open mouth and red eyes.

WELL STAFFED The first of the Snake Men's four included weapons was this silver serpent staff.

TASTE THE MACE The second of the Snake Men's four included weapons was this spiked silver mace.

< EN GUARDE This silver serpent sword was the Snake Men's third included weapon.

SHIELD ME > The Snake Men's final accessory was this silver and blue shield. All four of these weapons would be repainted with green accents and included with Serpentine King Hssss. This figure would also include a repaint of the yellow open-mouthed Snake Men head.

ALTERNATE VIEWS The yellow Snake Men body was comprised of the standard male torso, shoulders, and biceps, the spiky forearms and bumpy legs from Whiplash, Kobra Khan's feathery greaves, King Hssss' shorts, and Skeletor's hands and feet.

TRIVIA

The following copy was written for the Snake Men's sales page on MattyCollector.com: "How many Snake Men does it take to make an army? We don't know, but here's your chance to marshal the troops! We've packed two of these slithering minions together with four different snake heads, and mix and match weapons such as a snake mace, a spear, a shield and a dagger. All they need now is King Hssss to lead them to battle!"

The Snake Men were the second army builder set released in Masters of the Universe Classics, after the Eternian Palace Guards in 2011.

Featured on the Snake Men cardback were Vikor, The Mighty Spector, Zodak, King Grayskull, and King Hssss.

BARE NECESSITIES The orange Snake Men body utilized the standard male torso along with Hordak's furry loin cloth. The shoulders, biceps, forearms, hands, legs, and feet were newly sculpted and would later be re-used for the Rattlor figure.

FROSTA
Ice Empress of Etheria

REAL NAME Queen Mackenzie **BIO** The beautiful and exotic friend of She-Ra, Mackenzie is queen of the Kingdom of Snows, high in the mountains of Etheria. She possesses a magic wand that whistles like the wind and lets her conjure ice spells and freezing rain against her enemies. This power has given her a reputation as the Ice Empress of Etheria, although she prefers being called Frosta by her friends. With the exception of her magic powers, she is otherwise a normal human female. She is sweet, kind and loyal to her allies. Together with She-Ra and other members of the Great Rebellion, she traveled through a Laser Gate to Eternia, joining with the renegade Masters of the Universe in the continued fight against Hordak's tyranny! Frosta freezes her enemies with her magic spells.

VINTAGE VAULT The vintage Frosta figure was released as part of the original Princess of Power toyline's first wave in 1985. The figure's accessories included a staff, shield and comb.

CARTOON CORNER Like most of the female Princess of Power figures, the MOTUC Frosta figure was based heavily upon her appearance in the Filmation POP cartoon and not on the design of her vintage action figure. The only clear nods to her vintage action figure were her staff and shield accessories.

ACCESSORIES

SAME AS Frosta's cape was removable. She utilized the standard female shoulders, biceps, and hands, along with She-Ra's feet. All other parts appeared to be newly sculpted.

MOTUC #097 • AFFILIATION The Great Rebellion **• SUBSCRIPTION** Club Eternia 2012 **• PRICE** $20
ORIGINAL FIGURE RELEASE MattyCollector.com (October 15, 2012) **• RELEASE TYPE** Carded Figure

CHILL OUT The vintage Frosta figure came with a staff topped with a pinwheel that would spin when air was blown through it. The MOTUC version of this staff also featured a rotating top piece, but it did not spin freely like the vintage version.

SHIELD ME Frosta came with a blue version of She-Ra's shield, just like the vintage figure did.

HAIR TODAY Unlike the vintage Frosta figure, which sported rooted hair, MOTUC Frosta's hair was made from semi-translucent dark blue plastic. The hair was sculpted in such a way that it did not hinder her neck articulation.

GRAY MATTER Many fans complained that the white parts of Frosta's costume were produced in gray plastic. Mattel's official explanation for this decision was that solid white plastic looked "unfinished." Mattel later reversed this stance on figures like King Chooblah and Light Hope.

GALLERY

TRIVIA

The following copy was written for Frosta's sales page on MattyCollector.com: "This blue-haired beauty knows how to give the cold shoulder to her enemies! One of the most highly demanded Princess of Power figures ever, Frosta is here, in all her icy glory, to tell Hordak and his army to cool it! This figure is ready to chill with the rest of your collection, and she arrives with her magic wand, Great Rebellion shield, and removable cape."

With her reversed forearms, Frosta was the latest in a long line of MOTUC figures manufactured with reversed parts. To remedy this issue, Mattel briefly considered sending subscribers a "Kingdom of Eternia Royal Coin," the design of which was based on the glyphs from the Orb stand, as an apology. Instead, Mattel offered subscribers a full refund or, if they preferred, they could receive a free previously-released MOTUC figure instead.

Featured on Frosta's cardback were Starla, Tallstar, Jewelstar, Bubble Power She-Ra, and Bow.

RATTLOR

Evil Snake Men Creature with the Quick-Strike Head

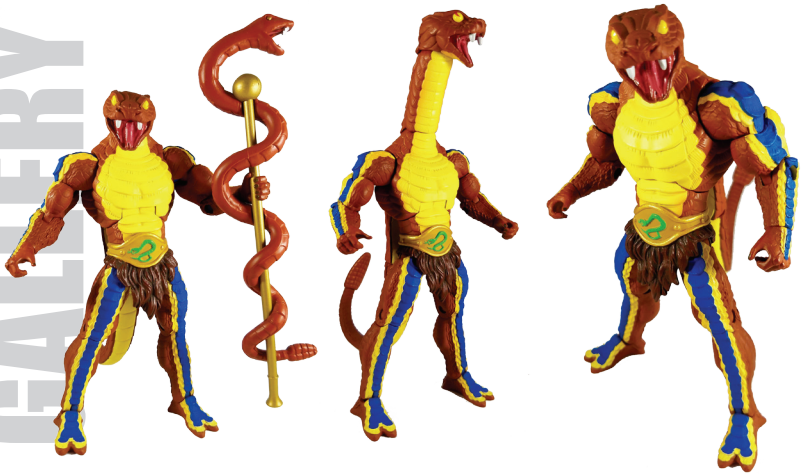
REAL NAME Slltyo of the Rattlor House **BIO** A loyal leader in King Hssss' army, Rattlor was the first of the Snake Men to escape their imprisonment in the Void. He worked with the Snake Men descendent Kobra Khan to liberate the entire serpent army. Once freed, Hssss quickly began a three-way war against the Masters of the Universe and Skeletor's Evil Warriors, with Rattlor leading the attack. Eventually, Khan manipulated Hssss into demoting Rattlor, and he defected to the evil Horde army. Under Hordak, Rattlor became known as "The General" for his keen insight into enemy strategy. After sounding his sinister battle rattle, Rattlor lashes out at victims with his terrible quick-strike head!

VINTAGE VAULT The vintage Rattlor figure was released as part of the original toyline's fifth wave in 1986. The figure came armed with a snake staff.

UPDATES The MOTUC version of Rattlor was a faithful update of the vintage action figure. Most of Rattlor's body parts were shared with one of the figures from the Snake Men 2-pack released just one month prior to Rattlor.

ACCESSORIES

GALLERY



MOTUC #098 • AFFILIATION The Snake Men **• SUBSCRIPTION** Club Eternia 2012 **• PRICE** $20
ORIGINAL FIGURE RELEASE MattyCollector.com (October 15, 2012) **• RELEASE TYPE** Carded Figure

STRIKE THREE The vintage Rattlor figure featured a long neck that would extend from the figure's body when a button was pressed on its back. The MOTUC figure dropped this action feature in favor of a swappable neck piece.

WELL ARMED Rattlor came armed with a repainted version of King Hssss' snake staff.

TAILS YOU LOSE Just like his vintage predecessor, the MOTUC Rattlor figure's tail made a rattling sound when shaken.

UPGRADE The 200x Rattlor figure, unlike the vintage version, wore armor. Mattel intended to include the armor with the MOTUC version of Rattlor, but cut it for budgetary reasons. The armor was eventually included with Weapons Pak #4 (End of Wars Assortment) in October of 2013.

STUCK ON YOU Fans who bought Rattlor from MattyCollector.com were treated to a bonus sheet of "Great Rebellion" stickers. These stickers were made in response to fans who wanted to replace "Princess of Power" stickers on figure card bubbles with "Great Rebellion" stickers instead. The sheet also included a single "Time Agents" sticker for use on The Mighty Spector's card bubble.

TRIVIA

The following copy was written for Rattlor's sales page on MattyCollector.com: "On a scale of one to ten, 'The General' ranks right up there with the most dangerous scoundrels to slither out of the Void! Sculpted in stunning detail by the Four Horsemen, this snake in the grass slides into your collection with a removable neck extender to recreate his vintage action feature, a removable ratting tail, and a snake staff. He also comes with a removable Horde armband to accommodate his tendency to switch sides. BONUS: For subscribers only, figure includes a sheet of 'Great Rebellion' stickers for your Princess of Power figures."

Rattlor made his animated debut on the Filmation POP cartoon, where he was a member of the Evil Horde. In a nod to this odd affiliation, the MOTUC Rattlor figure came with a Horde arm band.

Any time Rattlor appeared on other figures' cardbacks, he was shown wearing his armor from the fourth Weapons Pak.

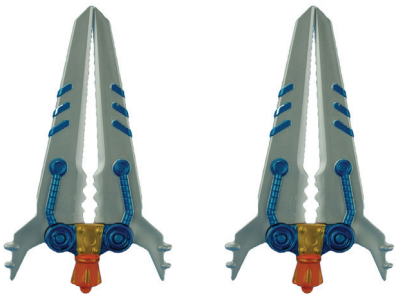
Featured on Rattlor's cardback were Snake Man-At-Arms, the Snake Men, Hurricane Hordak, Kobra Khan, and King Hssss.

CY-CHOP
Evil Horde Bounty Hunter

REAL NAME Scychor **BIO** Originally a partner with Kronis, Scychor roamed the galaxy as a mercenary and professional thief. Eventually Kronis betrayed his friend, throwing Scychor from a Boa Jet while escaping from Horde Patrol Units. Falling hundreds of feet to the surface of a small moon, Scychor was healed by rogue scientists by preserving his organs in a robotic chest and his brain in a cyborg skull. After serving the scientists for twenty years, he became a freelance bounty hunter, willing to steal, kill or betray anyone for the right price. During the Second Ultimate Battleground, Cy-Chop was hired by Hordak to bolster his forces against the Snake Men and Masters of the Universe. Using his robotic scissor blades, Cy-Chop strikes out, but only for the right price!

ORIGINS Cy-Chop was the fifth figure released in the MOTUC Club 30th Anniversary. He was the brainchild of Mattel designer Terry Higuchi. Like most of the Club 30th Anniversary figures, Cy-Chop was comprised largely of existing parts, most notably Roboto's torso and Beast Man's shoulders, biceps, legs and feet. Higuchi's original choice for the character's name was Scizor until Mattel realized that was already the name of a Pokémon character.

ACCESSORIES

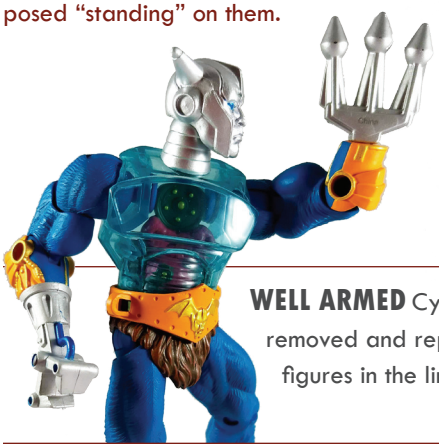


GALLERY

MOTUC #099 • AFFILIATION Evil Horde • SUBSCRIPTION Club 30th Anniversary 2012 • PRICE $20
ORIGINAL FIGURE RELEASE MattyCollector.com (October 15, 2012) • RELEASE TYPE Carded Figure

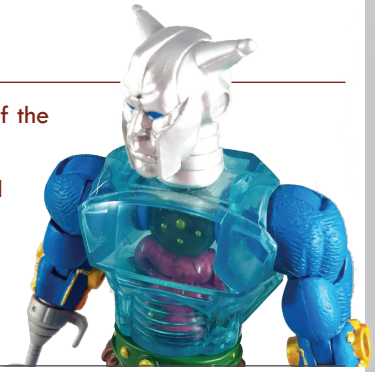
SCISSORHANDS Cy-Chop's bladed weapon attachments were articulated, allowing for open or closed "scissor" poses.

HANDSTAND Cy-Chop's bladed weapons were long enough that the figure could be posed "standing" on them.



WELL ARMED Cy-Chop's bladed weapons could be removed and replaced with attachments from other figures in the line.

HE'S GOT GUTS Cy-Chop's torso, a re-use of the Roboto upper torso, was made from a semi-translucent blue plastic. While Roboto sported mechanical gears underneath his torso, Cy-Chop had a grooved black wheel with gold rivets atop what appeared to be his intestines.



TRIVIA

The following copy was written for Cy-Chop's sales page on MattyCollector.com: "He'll gladly lend a scissor-hand to anyone… anyone who pays his price, that is. This former thief and current one-man cyborg chop shop is the fifth of six original figures celebrating the 30th Anniversary of the Masters of the Universe. Designed by Mattel's Terry Higuchi, bounty hunter Cy-Chop comes with removable blade hands that can be replaced with weapons from other figures (such as the Roboto arm attachments or the Spikor tridents). Add him to your collection next to his former buddy Kronis at your own peril!"

The figure's belt was designed so that it could be combined with the Mighty Spector's body, Horde Prime's cape, and Horde Prime's alternate head in order to create a decently on-model version of Horde Prime as he appeared in the UK comic books.

Featured on Cy-Chop's cardback were Hurricane Hordak, Trap Jaw, Leech, Shadow Weaver, and Battle Armor Skeletor.

WEAPONS PAK
Great Unrest Assortment

BIO For centuries following the Age of Sorrow, the kings and queens of Eternos and all Eternia were only recognized once they undertook a pilgrimage to the Hall of Wisdom where the reclusive Council of Elders temporarily re-assumed their corporeal forms in order to crown the new monarch. But beginning with the rebellion of Count Marzo in which the rightful King Miro mysteriously vanished, the Elders did not appear to his youngest son Randor after Keldor, his older half-brother, was exiled for the suspected murder of his step-mother. Thus began the Great Unrest, a period of conflict and civil war as Keldor demanded his birthright. Attacked by opportunistic warlords like Prahvus and General Tartaran, and fearful of prophecies that warned of danger from the Dark Hemisphere, Randor was forced to order the creation of a Mystic Wall to block Keldor and others from entering the Light Hemisphere. Only then did the Elders recognize Randor, but they warned him that his was a legacy that his children would have to redeem since the King of Eternos was to serve all Eternia, not only the Light.

INTRODUCTION Both the first and second Weapons Paks (released in April and November of 2010, respectively) contained 19 pieces, all of them re-releases of existing accessories in new colors. With the third Weapons Pak (Great Unrest Assortment), Mattel broke new ground by releasing a mix of previously-released and brand-new accessories. The total count was 17 pieces, of which seven were completely new.

CLAWFUL'S MACE In one of Mattel's more head-scratching moves, the Weapons Pak included Clawful's mace in a nearly identical shade of green as the one originally included with the figure itself.

CLAWFUL'S SHIELD The Weapons Pak also included Clawful's shield in green.

TWIN-BLADED SWORD Keldor's twin-bladed sword was designed to split in two, but due to a manufacturing error, the first batch of swords were produced glued together. Rather than throwing them out, Mattel gave the glued-together swords away to attendees of Power-Con in September of 2012. The corrected sword, which could be properly split in two, was included in this Weapons Pak.

ARM CANNON Among the Weapons Pak's new pieces was Man-At-Arms' arm cannon, which was a weapon that was introduced (and frequently used) in the 200x MYP MOTU cartoon.

MOTUC #100 • AFFILIATION N/A • SUBSCRIPTION N/A • PRICE $18
• ORIGINAL RELEASE MattyCollector.com (October 15, 2012) • RELEASE TYPE Carded Accessories

SHIELD ME Three accessories originally intended for release with Draego-Man had been cut from the figure for budgetary reasons. Among them was this shield with a removable flame border.

EN GUARDE This unlit version of Draego-Man's sword was the second deleted piece that later found a home in the third Weapons Pak.

WHIP IT GOOD This flaming whip was the final deleted Draego-Man accessory that later found a home in the third Weapons Pak.

STAFF & ARMOR Teela's snake staff and armor were included here in red to better match the look of the vintage figure's armor and staff. Her 200x sword was also included with a matching red hilt.

HORDE PRIME'S STAFF This staff, which was intended to be included with the Horde Prime figure but was cut for budgetary reasons, was finally included here.

SWORD & SHIELD Chief Carnivus' sword and shield, originally released in purple, gold, silver and red, were included here in blue and silver. These colors were chosen to more closely match the colors of the Central Tower in the vintage Eternia playset, which the shield's cat design was based upon.

TRIVIA

An official bio for this Weapons Pak, dubbed "The Great Unrest Weapons Pak — Fight for the Crown of Eternia," was revealed on he-man.org on February 17, 2020.

Featured on the Weapons Pak cardback were Keldor, Count Marzo, Man-E-Faces, the Faceless One, Demo-Man, Captain Glenn, Chief Carnivus, and King Randor.

BLUE SHIELD Teela's shield, in blue, was included for use with Evil-Lyn. This accessory was based on a vintage Evil-Lyn puffy sticker released during a promotion with Kellogg's Rice Krispies in the 1980s, which featured the character carrying a blue shield.

ZOAR IN WHITE Zoar, in grayish white, was included here to go with the Temple of Darkness Sorceress figure, which was a traveling exclusive figure in 2012.

DEKKER
Heroic Trainer-of-Arms

ACCESSORIES

REAL NAME Dekker **BIO** Originally a mercenary from the Dunes of Doom, Dekker switched sides during one of the early battles of the Great Unrest and fought with King Miro against Marzo's tyranny. His wisdom and courage quickly led to his appointment as Miro's Man-At-Arms, leading and training the royal soldiers. Throughout these battles Dekker took a young prodigy named Duncan under his wing, traveling throughout Eternia, fighting evil together. In time, Dekker retired to Orkas Island, passing his title and duties to his former apprentice and sidekick. Although he now enjoys the simple life of a fisherman, the ever-present forces of evil occasionally call him back to fight for justice alongside the heroic Masters of the Universe.

CARTOON CORNER Dekker made his debut in the 2002 MYP MOTU cartoon in an episode titled "The Island." He did not appear again in any subsequent episodes.

Dekker was the only character created for the 2002 MYP MOTU cartoon to receive a figure in 2012, and the first since the Faceless One was released in June of 2011.

UPGRADE Clawful's mace and shield, which had been re-released in green in Weapons Pack #4 (Great Unrest Assortment), made for decent-looking bonus accessories for the Dekker figure.

MOTUC #101 • AFFILIATION Heroic Warriors • SUBSCRIPTION Club Eternia 2012 • PRICE $20
ORIGINAL FIGURE RELEASE MattyCollector.com (November 15, 2012) • RELEASE TYPE Carded Figure

HEADS UP The figure included an alternate head, depicting Dekker in his younger days when his hair was black and he still had both eyes.

JOIN THE CLUB Dekker's mace accessory was similar in design to Man-At-Arms' weapon of choice, but was larger and featured more detailing, making it look more like the mace Man-At-Arms carried in the 2002 MYP MOTU cartoon than the vintage accessory. Dekker did not actually use this weapon in his single cartoon appearance.

ALTERNATE VIEWS

Dekker's cloak was removable. The figure was comprised of the standard male torso, shoulders, biceps, hands, and upper legs, He-Man's right bracer, Tri-Klops' left bracer, and Keldor's feet.

GALLERY

TRIVIA

The following copy was written for Dekker's sales page on MattyCollector.com: "One-time mercenary turned loyal protector, this fearless fighter rose from the ranks to become the top trainer of the royal troops! Get a double dose of Dekker when this figure arrives with two heads, representing both the young, strong warrior filled with vim and vigor, and the older, retired fisherman, a lifetime of warfare reflected in his face. He comes with his signature mace, ever ready to defend and serve."

The figure was wearing bracers even though Dekker had bare arms in his single animated appearance.

Dekker's younger head sculpt was a new design and never appeared in any other media. His mustache sculpt was intentionally identical to the sculpt of Man-At-Arms' mustache.

Featured on Dekker's cardback were Man-At-Arms, Moss Man, King Randor, and Clawful.

KING RANDOR
Eternos Palace

REAL NAME Randor of the House Miro **BIO** Shortly after his father was thrown into Despondos by Count Marzo, Randor's older brother was banished from the Royal palace, leaving Eternia without a king. Randor continued to act as Captain of the Guard, leading the royal armies against their enemies, including Keldor, who had returned from exile with an army of outcasts and escaped convicts. Finally besting Keldor in single combat, Randor mortally wounded his half-brother and ordered a mystic wall erected to keep him and his warriors magically bound to the Dark Hemisphere. For ending the Great Unrest, the Council of Elders agreed to set aside Eternian laws of kingship and gave Randor the crown, despite not being the first born. King Randor heroically raises his staff, declaring his rule over all Eternia.

CARTOON CORNER Unlike the first version of King Randor, which was released at the end of 2009 and was based on the vintage King Randor action figure, "Eternos Palace" King Randor was based upon his animated appearance in the Filmation MOTU cartoon, which is arguably his most well-known design.

CHEERS The goblet accessory was coated in gold vac metal with translucent red plastic inside to simulate a beverage.

ACCESSORIES

GALLERY

MOTUC #102 • AFFILIATION The Royal Family **• SUBSCRIPTION** Club Eternia 2012 **• PRICE** $20
ORIGINAL FIGURE RELEASE MattyCollector.com (November 15, 2012) **• RELEASE TYPE** Carded Quarterly Figure

MAKING A POINT The second of Eternos Palace King Randor's accessories was this yellow gold spear, the mold of which was first released with Whiplash.

BONUS ACCESSORY In the vintage line, King Randor came with a recolored Whiplash spear as his only accessory. The MOTUC version of the first King Randor figure did not come with this accessory. Mattel remedied this omission twice: first with a bronze plastic version included in Weapons Pak #2 (Great Wars Assortment) and again here with a yellow-gold version included with "Eternos Palace" King Randor.

COMPARISON TIME Original release King Randor (*far left*) standing alongside "Eternos Palace" King Randor (*left*). Note that the figures shared the same head sculpt, but their crowns were painted differently.

ETERNIA BLING The figure's necklace, which was one of very few instances of soft goods in MOTUC, was removable. In the package, it was held down by a clear rubber band to keep it in place.

LONG LIVE THE KING When Evil Seed was released in 2015, one of his accessories was the Scepter of Power. The Scepter of Power, handed down through generations of the Royal Family of Eternia, made the most sense as an accessory for this version of King Randor.

TRIVIA

The following copy was written for Eternos Palace King Randor's sales page on MattyCollector.com: "Uneasy lies the head that wears the crown, especially when your enemies include your own half-brother who calls himself the Evil Lord of Destruction and an army of vicious Snake Men. But King Randor isn't worried… this resourceful royal proved his valor on the battlefield, uniting his people and restoring peace to the land. Arriving with a golden crown, vintage spear and all-new vac metalized goblet, this Filmation-look figure is ready to take his rightful place in your collection."

The figure's new upper arms (with puffy sleeves) did not have the bicep swivel common to almost all male MOTUC figures.

The figure's cloak was not removable. Underneath it King Randor featured the standard male upper torso.

Featured on King Randor's cardback were Man-At-Arms, Teela, He-Man, Webstor, and Scareglow.

CASTLE GRAYSKULLMAN

Heroic Embodiment of Castle Grayskull

ACCESSORIES

REAL NAME Not applicable **BIO** During the Second Ultimate Battleground, Hordak and King Hssss' grand army pressed in against the allied heroes of Eternia. In the darkest moment of battle, all hope seemed lost as many heroes fell, including Snake Man-At-Arms and Stratos. Reaching out through the Orb of Power, hidden deep inside Castle Grayskull, He-Man and the new Sorceress used an unrepeatable spell to call upon the Powers of Grayskull and infuse life into the very spirit of the castle itself. Rising from the castle's hidden Chamber of Defense, Castle Grayskullman marched into battle, swinging his dual swords of power, helping to turn the tide.

ORIGINS In honor of the 30th Anniversary of Masters of the Universe, Mattel ran a new Create a Character Contest, the winner of which would be produced as an action figure in the MOTUC line. The winning design, created by Daniel Benedict, was Castle Grayskullman. Taking many of its design cues from Castle Grayskull itself, Castle Grayskullman was the sixth and final figure released in the Club 30th Anniversary.

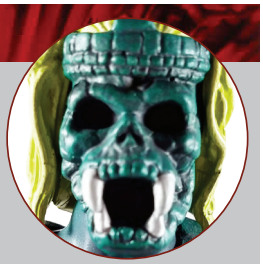
DESIGN CUES The figure's face was of course designed to look like Castle Grayskull, with the figure's headband closely resembling the castle's "crown."

ALTERNATE VIEWS Castle Grayskullman utilized the standard male torso, biceps, furry loincloth and upper legs along with Whiplash's shoulders. All other pieces were newly sculpted.

MOTUC #103 • AFFILIATION Heroic Warriors **• SUBSCRIPTION** Club 30th Anniversary 2012 **• PRICE** $20
ORIGINAL FIGURE RELEASE MattyCollector.com (November 15, 2012) **• RELEASE TYPE** Carded Figure

WELL ARMED The figure's swords were based on the design from the small flag that was included with the vintage Castle Grayskull playset, while the skull design on Castle Grayskullman's chest and shield was based on the insignia on the door of Castle Grayskull.

TRIVIA



The official bio for Castle Grayskullman's shield ("Shield of Grayskull — Mystical Shield of Protection") can be found on page 613.

Featured on Castle Grayskullman's cardback were Snake Man-At-Arms, King Hssss, Hordak, King Grayskull, and He-Man.

RUNNERS-UP The five runners-up in the Create a Character Contest were (*left to right*) Tri-Beast, Gangstor, Bubblor, Major Header, and Ra-Jar. The Gangstor character was later disqualified as a runner-up when its creator violated one of the rules of the contest (namely, posting an image of the character on the internet prior to the contest). The remaining four characters, while never made into figures, later appeared in MOTUC mini-comics.

GALLERY

CUSTOM CORNER Over the years, several creative Masters of the Universe Classics fans have come up with costum versions of the Create A Character runners-up, like the Ra-Jar figure shown here (which utilized, among other pieces, Evil-Lyn's dagger, Demo-Man's sword, and Vikor's shield). It was eventually revealed that, had Mattel continued to produce MOTUC figures, they had plans to eventually release both Ra-Jar and Major Header in the line.

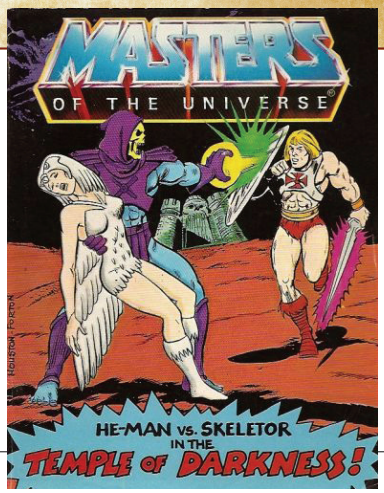
TEMPLE OF DARKNESS SORCERESS

Heroic Guardian of Castle Grayskull

ACCESSORIES

REAL NAME Teela'na **BIO** To safeguard the Power of the Universe after their secret bargain with the Trolla, Grayskull's Elders transfused the power from the Sword of He into a giant orb, which they hid deep within the abyss below Castle Grayskull. There, Grayskull's widow took up the lonely duty of Sorceress, guarding the castle to prevent the power from falling into the wrong hands. For five millennia her students continued this role while the castle faded from memory into legend. At the end of the Great Unrest, a new Sorceress named Teela'na helped the remaining Elders combine their wisdom to tap into Eternia's magical secrets with the orb, creating a new unified force which would be called upon as the "Power of Grayskull" named for the castle which hid it.

FLYING OFF THE PAGE This version of the Sorceress was based on her appearance in the 1983 mini-comic "The Temple of Darkness," where her costume was completely white. The figure was released as a traveling convention exclusive in 2012 before being made available on MattyCollector.com in November of 2012.



COMPARISON TIME Temple of Darkness Sorceress was simply a white repaint of the original Sorceress figure, with the exception of her legs and boots, which originated with the Teela figure. Because of the shared parts, unforunately the Temple of Darkness Sorceress figure came with the same poorly engineered wings as the original figure.

MOTUC #104 • AFFILIATION Heroic Warriors • SUBSCRIPTION N/A • PRICE $22
ORIGINAL FIGURE RELEASE Traveling Con Exclusive, 2012 • RELEASE TYPE Carded Figure

FOR THE BIRDS A white version of the Zoar figure, for use with the Temple of Darkness Sorceress, was released in Weapons Pak #3 (Great Unrest Assortment) in October of 2012. Dubbed "Temple of Darkness Zoar," an official bio for this bird was revealed on He-Man.org on August 10, 2020.

WELL STAFFED Temple of Darkness Sorceress' bird staff was identical to the accessory that came with the original Sorceress figure.

TAKING FLIGHT Unlike the original Sorceress' wings, which were solid blue and orange, Temple of Darkness Sorceress' wings were made of translucent white plastic.

TEMPLE OF DARKNESS ZOAR

Falcon Form of the Reawakened Sorceress

Following her death, the Sorceress Teela Na returned from the Vale of the Ancients as a spectral presence, counseling her daughter in the ways of magic and advising the Twins of Power in the Tri-Solar System when her spirit merged with the Starship Eternia. After the defeat of Horde Prime, the ethereal Sorceress lost contact with She-Ra due to Prime's corrupt presence. Nevertheless, she continued to aid He-Man during his search for his sister, until she was finally called to the afterlife upon He-Man's return to Eternia. Later, at the very moment Evil-Lyn cast the forbidden spell that triggered the Reawakening, the cursed Temple of Darkness materialized in the Sands of Time after a 300-year absence. Above it, an eerie phantom bird hovered silently. On the night Castle Grayskull was restored, the strange falcon perched on its highest tower and transformed itself into the resurrected Teela Na. Torn from the afterlife and thrust back into the world of the living within the profane radius of the Temple of Darkness, the Sorceress' eyes seemed to blaze with a righteous and unsettling intensity.

TRIVIA

Featured on the Temple of Darkness Sorceress' cardback were Battle Armor He-Man, Man-At-Arms, Moss Man, Battle Armor Skeletor, and Hordak.

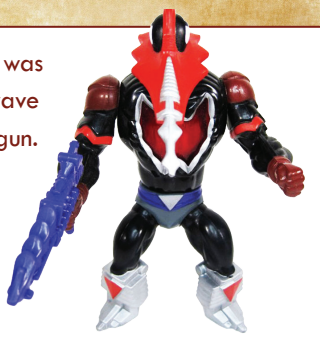
The Temple of Darkness Sorceress' only new accessory was an orb stand, which was intended to hold the orb that came packaged with King Grayskull 2.0. Various symbols were sculpted into the stand, including the symbol of He-Ro. The official bio for this piece, dubbed the Font of Grayskull, can be found on page 605.

MOSQUITOR

Evil Energy-Draining Insectoid

REAL NAME Bliddeon Black **BIO** A Kribleen insectoid vampire from the Gluubux Galaxy, Mosquitor joined the Evil Horde of his own accord, preferring the Empire to life in a mud hole on his home world. Looking like a normal insectoid, Mosquitor moves in on his prey, then stings them hard and sucks them dry. He is extremely vicious though not particularly brainy. You can't get blood from a rock, but Mosquitor has tried in his day. Mosquitor drains his enemies of their energy while his bionic stinger and chest oozes red with power. Even Hordak keeps his distance from the Evil Horde vampire!

VINTAGE VAULT The vintage Mosquitor figure was released as part of the original toyline's sixth wave in 1987. The figure came armed with a purple gun.



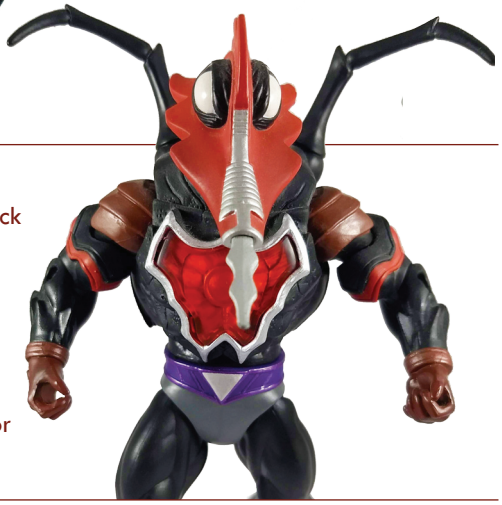
DOESN'T SUCK! The vintage Mosquitor figure featured a translucent chest, behind which real liquid ("blood") could be pumped via a button on the figure's back. The MOTUC figure lacked this action feature, although it retained the translucent red chest with detailing underneath.

ACCESSORIES

GALLERY

MOTUC #105 • AFFILIATION The Evil Horde **• SUBSCRIPTION** Club Eternia 2012 **• PRICE** $20
ORIGINAL FIGURE RELEASE MattyCollector.com (December 17, 2012) **• RELEASE TYPE** Carded Figure

GUNS OUT Mosquitor came armed with an updated version of the vintage figure's purple gun.



WELL-ARMED The additional appendages on Mosquitor's back were not present on his vintage action figure. They were inspired by his redesign for the character's 200x mini-statue. The appendages themselves first appeared with the Webstor figure.

ALTERNATE VIEWS Mosquitor utilized the standard male torso, hands, and upper legs as well as King Hssss' shoulders. All other pieces appeared to be newly sculpted.

BONUS! In December of 2012, Mill Creek released a 30th Anniversary Commemorative Collection Masters of the Universe DVD set. The 22 DVDs included the entire Filmation MOTU series, the entire 2002 MYP series, and 20 of the best episodes from *The New Adventures of He-Man*. Also included was an audio CD of music from the Filmation MOTU series and a collectible booklet. The set also included a gold version of the MOTUC Power Sword, making its 16th appearance. The official bio for this sword (dubbed "Gold Sword of Power — Legacy of He-Man, *below*) can be found on page 599.

TRIVIA

The following copy was written for Mosquitor's sales page on MattyCollector.com: "There's something bugging the residents of Eternia… unfortunately, it's an insane insect! This voracious vampire feasts on energy, draining every drop of life from his unfortunate victims. Mosquitor pays homage to the vintage figure with a unique non-removable three-layer chest plate that recreates the look of a red blood-filled chest. He arrives with his vintage blaster and an unquenchable thirst."

Mosquitor's distinctive boots would later be re-used with the Terroar figure.

Mosquitor was the last Masters of the Universe Classics standard carded figure released in the 2012 subscription, as well as the last one offered at the $20 price point. Beginning in 2013 with Netossa, all standard carded figures would retail for $25.

Featured on Mosquitor's cardback were Hordak, Grizzlor, Catra, Leech, and Shadow Weaver.

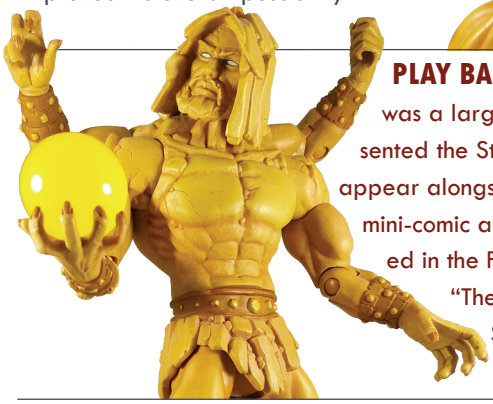
PROCRUSTUS
Giant Guardian of Magic

ACCESSORIES

REAL NAME Procrustus **BIO** After the Gods created the Five dimensions, they hid their secret magic in the form of a star inside the core of a small planet in the center of the dimension of Eternia. Naming the planet after the dimension it resided in, they assigned the immortal four-armed giant Procrustus to remain there and guard their magical secrets. Over the millennia, the magic began to seep out, and many wise magicians learned to tap into these powers for both good and evil. In time, the ruthless warlock Hordak attempted to break apart Eternia using a spell of separation in order to access the magic's source. Although his spell was thwarted, Procrustus was now forced to literally hold the planet together remaining forever at the planet's core!

JUMPING OFF THE PAGE Procrustus made his single MOTU media appearance in the 1982 mini-comic "The Magic Stealer!", where he squared off with He-Man for a total of two pages. He did not make another media appearance until MOTUC.

SAME AS Procrustus shared his legs, crotch, and hands with Megator, but was otherwise a new sculpt that included a detailed stony texture on the torso and arms. One key difference between Procrustus and the other two giants in the line was the presence of a bicep swivel in each arm, which greatly improved his overall posability.



PLAY BALL The figure's only accessory was a large yellow marble that represented the Starseed. The Starseed did not appear alongside Procrustus during his single mini-comic appearance, but instead originated in the Filmation MOTU cartoon episode "The Search." An official bio for the Starseed was revealed on He-Man.org on August 17, 2020.

MOTUC #106 • AFFILIATION None • SUBSCRIPTION Club Eternia 2012 • PRICE $40 • ORIGINAL FIGURE RELEASE MattyCollector.com (December 17, 2012) • RELEASE TYPE Large Figure

SIZE MATTERS NOT Standing 12" tall like Tytus and Megator before him, Procrustus was nearly twice the size of the regular figures in the line and, thanks to ratchet joints in his shoulders, he could hold the weight of a regular-sized figure in his hands.

STARSEED

Orb Containing the Ultimate Power of Creation

After the Gods created the Multiverse, they left their Starseeds that birthed each dimension on a planet at the center of each universe. Some of these Starseeds were spent, their powers burned up. Others like the Starseed of the Timeless Dimension was used to grow the Star Tree and housed in a great fortress to distribute its power throughout the dimension. But the Starseed of the Dimension of Eternia shined the strongest, and its power permeated throughout the universe and even echoed in others. Coveted by wizards who sensed its unlimited power, the Starseed was guarded by the giant Procrustus who allowed only the peace-loving leaders of ancient Preternia to anoint their scepters of power with the magic of the Starseed. While the Eternian Starseed was the strongest of the Five Dimensions, it was also the most vulnerable at the center of Eternia, making its capture vital to all those who sought to become Masters of the Universe.

GALLERY

TRIVIA

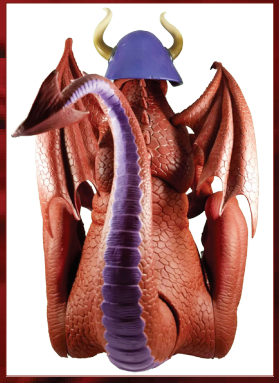
The following copy was written for Procrustus' sales page on MattyCollector.com: "When the world starts to fall apart, Procrustus is happy to lend a hand… after all, he's got four of them! This multi-armed giant keeps it all together from the core of the earth, preventing the planet from separating while protecting the Starseed. Fan-demanded Procrustus appears as he does in the mini-comic 'The Magic Stealer,' and is front and center on the subscription-exclusive 2013 map of Subternia!) Fully articulated, he arrives with a magic Starseed orb that fits in his hand."

Procrustus and Mosquitor were the final two figures in the 2012 Club Eternia subscription.

In order to fit inside the existing Tytus/Megator box, Procrustus was placed with his rear arms removed and his head turned sideways in the package. Once his rear arms were inserted, they were not removable.

Featured on Procrustus' cardback were Mer-Man, Skeletor, Hordak, Stratos, Beast Man, and He-Man.

GRANAMYR
Great Magic-Wielding Dragon



ACCESSORIES

NONE

REAL NAME Granamyr the Wise **BIO** Granamyr is one of the oldest and wisest of the Eternian Dragons of Darksmoke, an ancient kingdom in Eternia's Dark Hemisphere. He greatly distrusts most men after the Great Wars between dragons and humans in ancient times. As one of the most powerful magic users on Eternia, he possesses such extraordinary might that even Skeletor dares not challenge him. When Man-At-Arms was turned to glass by an evil spell, Granamyr provided He-Man with healing magic, but only after Eternia's bravest warrior proved he had not only great strength but great mercy and wisdom as well. The ancient dragon Granamyr guards Eternia's magical secrets and rules all of Darksmoke.

CARTOON CORNER Granamyr made his debut in the Filmation MOTU cartoon season one episode "The Dragon's Gift." He appeared in one additional season one episode ("The Return of Granamyr"), in two episodes in the series' second season ("Disappearing Dragons" and "Battle of the Dragons"), and in one episode of the Filmation POP cartoon ("Darksmoke and Fire"). Elements of his debut cartoon appearance influenced the bio on the back of his figure packaging.

SOME ASSEMBLY REQUIRED

Granamyr retailed for $80 and shipped unassembled. With the exception of his wings, which were first used with the Draego-Man figure (and later used again with Lord Dactus), Granamyr was a completely new sculpt.

MOTUC #107 • AFFILIATION None • SUBSCRIPTION N/A • PRICE $80
ORIGINAL FIGURE RELEASE MattyCollector.com (December 17, 2012) • RELEASE TYPE Boxed Oversized Figure

MEASURING UP This image shows the size difference between Granamyr and a regular-sized MOTUC figure. While he was clearly designed to sit, Granamyr measured in at approximately 23 inches tall when standing.

TREASURE TROVE Mattel originally planned to include an assortment of gold weapons with Granamyr as pictured on his box art, but these were cut for budgetary reasons. These four gold weapons were later released in Weapons Pak #4 (End of Wars Assortment).

TAKING A STAND Even though the figure was not really designed to do so, it was possible to put Granamyr in a standing position. Granamyr measured in at approximately 23 inches tall when standing.

WELL READ Granamyr was originally planned to come with a stack of books as depicted on his box art, but this was cut for budgetary reasons. This stack of books accessory, sculpted by the Four Horsemen, would have stood six inches tall.

TRIVIA

The following copy was written for Granamyr's sales page on MattyCollector.com: "With great size comes power. With great age comes wisdom. This ancient dragon has both! The largest figure ever in the MOTUC line, Granamyr is a full 23" tall, with a wingspan of 8" from tip to tip. In 'red' animation colors chosen by fans, this fully articulated figure has rotating hips and ball joint elbows, wrists and feet and a non-removable helmet. He comes in a closed box with all-new illustrations by famed MOTU artist Rudy Obrero. (Where will such a large figure sit in your MOTUC collection? Anywhere he wants!)"

Mattel ran a poll allowing fans to choose between Granamyr in red (as he appeared in the Filmation cartoons) or green (as he appeared in the comics). Red won. Granamyr would later be repainted green and released as a Power-Con exclusive in 2016.

Granamyr had a ball jointed neck; swivel shoulders, tail, and hips; and swivel-hinged elbows, wrists, ankles and wings.

Featured on Granamyr's cardback were Teela, Stratos, Skeletor, Man-At-Arms, Draego-Man, and He-Man.

NETOSSA
Captivating Beauty

ACCESSORIES

REAL NAME Vivian Redretta **BIO** Hailing from the far reaches of Etheria, beyond the reach of the Horde, Vivian became an expert marksman, perfecting the art of net tossing to capture enemies and vandals. She is able to fool her adversaries by pretending not to notice that an evildoer is nearby. But if they get too close she pulls back her cape's hidden drawstrings and the surprised culprit is captured inside the net! After learning of Hordak's oppression, her only desire became to free Etheria and its people from their evil stronghold. With her exotic accent and elegant fashions, Netossa can be so helpful in wrapping up trouble!

VINTAGE VAULT The vintage Netossa figure was released as part of the Princess of Power toyline's third wave in 1987. The figure's cape could double as a capturing net. She came equipped with a removable mask, shield, and comb.

CARTOON CORNER

The MOTUC version of Netossa was based closely on her Filmation POP cartoon appearance moreso than her vintage action figure. Most notably, she lacked the gladiator-style headdress that the vintage action figure sported.

SHIELD ME Netossa's lone accessory was She-Ra's shield in silver plastic with an embedded blue gem. The vintage figure's shield was solid white.

MOTUC #108 • AFFILIATION The Great Rebellion **• SUBSCRIPTION** Club Eternia 2013 **• PRICE** $25
ORIGINAL FIGURE RELEASE MattyCollector.com (January 15, 2013) **• RELEASE TYPE** Carded Figure

ALTERNATE VIEWS Netossa utilized the standard female shoulders, biceps, hands, and upper legs, along with She-Ra's feet. All other pieces appeared to be newly sculpted.

EN GUARDE Weapons Pak #4 (End of Wars Assortment), released in October of 2013, featured a blue sword (with an inset blue jewel) for use with Netossa.

NET RETURNS Netossa's cape was made of a rubbery material and was removable, allowing it to double as her namesake net accessory.

GALLERY

TRIVIA

The following copy was written for Netossa's sales page on MattyCollector.com: "Net advantage goes to Netossa! The Great Rebellion grows stronger with the help of this 'capable' Princess of Power who knows how to seize the day… and her enemies. This strong Etherian female was one of the final figures in the vintage Princess of Power line, and she's ready to take her place in your MOTUC collection. She comes with blue power shield and cape."

Netossa was the first figure in the 2013 Club Eternia subscription, which also included a $5 price increase per figure.

While the vintage Netossa figure had a headdress, budgetary restrictions kept the MOTUC figure from having one.

Netossa's net/cape was made from a different material than Leech's net, making it less brittle.

Featured on Netossa's cardback were Jewelstar, Tallstar, Starla, Frosta, and Bow.

JITSU
Evil Master of Martial Arts

REAL NAME Chopper **BIO** An intergalactic bandit, Jitsu was broken out of Prison Starr by Keldor during the Great Unrest. In gratitude, he agreed to serve the Evil Lord of Destruction and stayed with him even after Keldor's transformation into Skeletor. As a master of several forms of martial arts, Jitsu was often on the frontline in battle against Randor and his Masters. During the Battle for Gretori Bridge, he was wounded by his archenemy Fisto and had his hand replaced with a golden robotic implant by Tri-Klops. After Skeletor left Eternia for the stars, Jitsu took over Snake Mountain, ruling it with an iron fist. As deadly as he is silent, Jitsu uses his chopping power to get his evil way!

ACCESSORIES

VINTAGE VAULT The vintage Jitsu figure was released as part of the vintage toyline's third wave in 1984. Armed with an orange sword, the figure featured a gold gauntlet and a spring-loaded right arm that "chopped" downward when raised and released.

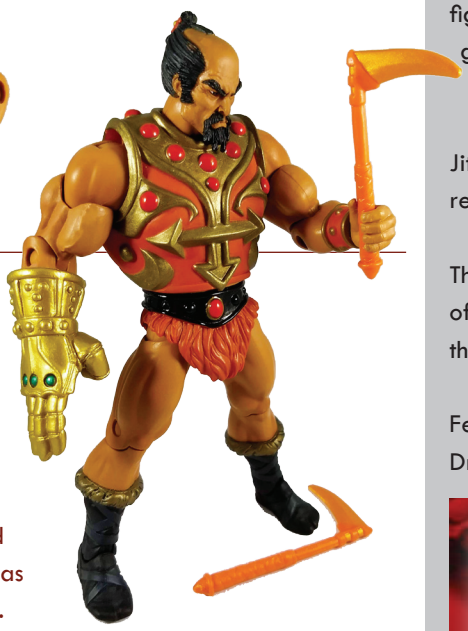
DÉJÀ VU The vintage King Randor figure shared an identical armor mold with the vintage Jitsu figure. For MOTUC, Jitsu and King Randor's armors were given unique molds, although they did still share a few design similarities.

FASHIONISTA When Jitsu was redesigned for the 200x MOTU mini-statue line, he was given a new, ornate belt. This belt was included as a bonus accessory with Ninja Warrior in 2015.

MOTUC #109 • AFFILIATION Evil Warriors **• SUBSCRIPTION** Club Eternia 2013 **• PRICE** $25
ORIGINAL FIGURE RELEASE MattyCollector.com (February 15, 2013) **• RELEASE TYPE** Carded Figure

ALTERNATE VIEWS Jitsu utilized the standard male shoulders, torso, left bicep, left hand, furry loincloth, and legs, along with Fisto's oversized right bicep and Tri-Klops' left bracer.

EN GUARDE The MOTUC Jitsu came armed with an updated version of the vintage figure's orange sword.



WELL ARMED The two kamas were introduced with Jitsu's redesign for the 200x MOTU mini-statue line, and were therefore included here as well.

STORAGE SPACE All of Jitsu's weapons could be stored on his back.

GALLERY

TRIVIA

The following copy was written for Jitsu's sales page on MattyCollector.com: "Get ready for a five-finger smackdown! This martial arts menace handily dispatches his enemies and his powerful punch leaves quite an impression. If his mighty golden hand doesn't do the job, he'll put a stop to his enemies with a cold cut from his katana or a slice from his kama… period! This core member of the evil army of Skeletor arrives as a fully articulated figure with gloved hand in permanent chopping pose similar to the vintage figure. Comes with three swords that fit in his non-gloved hand (the two kama swords snap onto the back of his armor.)"

Jitsu was the final vintage Wave 3 figure to be released in MOTUC.

The figure featured a subtle dark paint wash on top of its head, indicating the stubble remaining where the hair had been shaved.

Featured on Jitsu's cardback were Fisto, Skeletor, Draego-Man, He-Man, and Webstor.

RAM MAN

Heroic Human Battering Ram!

ACCESSORIES

REAL NAME Krass **BIO** Growing up just outside the Vine Jungle, Krass' village was always under threat from the savage Beastmen. During a particularly brutal attack, he donned his family's ancient mystical armor that magically absorbs raw force. Using it to ram into his enemies and drive their attack earned Krass the nickname "Ram Man." These actions were quickly detected by Skeletor who recruited him in a scheme to ram through the Jaw Bridge of Castle Grayskull. Realizing the error of his ways after seeing Skeletor attack He-Man, Ram Man switched sides, helping to defeat the Evil Lord of Destruction and save the Castle. He soon became a core member of the Masters of the Universe, using his iron-like body as a battering ram against evil!

VINTAGE VAULT The vintage Ram Man figure was released as part of the vintage toyline's second wave in 1983. The figure featured spring-loaded legs that would make the figure "ram" upwards when a button on its heel was pushed.

MORE BANG Ram Man was larger than the typical MOTUC figure, and as such he was packaged on a larger card than the other single figures and retailed for $30 when other figures were priced at $25.

HE'S GOT LEGS While the vintage Ram Man figure's legs were a single piece that could simply move up and down, the MOTUC figure had two separate, fully-articulated legs.

MOTUC #110 • **AFFILIATION** Heroic Warriors • **SUBSCRIPTION** Club Eternia 2013 • **PRICE** $30
ORIGINAL FIGURE RELEASE MattyCollector.com (February 15, 2013) • **RELEASE TYPE** Carded Oversized Figure

GALLERY

AN AXE TO GRIND Ram Man came armed with an updated version of the vintage figure's signature axe.

STORAGE SPACE Ram Man's axe could be stored on his back.

TWO HEADS ARE BETTER THAN ONE Ram Man came packaged with an alternate, unhelmeted head. This look was based on his appearance in the 2002 MYP MOTU cartoon reboot, where he was occasionally depicted without his helmet.

TRIVIA

The following copy was written for Ram Man's sales page on MattyCollector.com: "Someone's been bulking up… and it shows! This beefy boy is ready to knock some sense into Skeletor or anyone else who tries to get past him. Ram Man, one of the earliest figures from the vintage MOTU line, is finally available in the Classics line as a fully articulated figure, with a new tool that's almost twice as big as a standard figure. He comes with his trademark short axe and an alternate 200X-inspired helmet-less head."

Ram Man was the final vintage Wave 2 figure to be released in MOTUC.

An "Ultimate Edition" of Ram Man was produced by Super7 in 2017. This version of the figure was painted to match his vintage cross sell art, including an orange tunic, red legs, and brown boots.

Ram Man's "real name" of Krass was intended to be a play on the word *crash*.

Featured on Ram Man's cardback were Man-At-Arms, Stratos, Teela, Buzz-Off, and He-Man.

FANG MAN

Evil Fanged Minion of Skeletor

ACCESSORIES

REAL NAME Scutes Ignis **BIO** Evolved from the ancient Dragosaur species, Fang Man spent his youth in the Valley of Dragons. Skeletor recruited Fang Man after discovering his ability to control the fire-breathing dragons to do his bidding. Fang Man used the Dragosaurs of the past to assist the Evil Lord of Destruction in his evil plans when Skeletor used the Wheel of Infinity to go back in time and stop Castle Grayskull from being built. Eventually, defeated by He-Man, Skeletor abandoned Fang Man in the past where he resides with his ancestors on Dragosaur Isle, waiting for the return of his master. Fang Man has piercing teeth and uses his mind-control ability to manipulate fire-breathing species.

CARTOON CORNER Fang Man's first and only cartoon appearance was in the Filmation MOTU episode "The Time Corridor," where he time-traveled with Skeletor and Tri-Klops to the past in a plot to conquer Eternia. The plan failed, and at the end of the episode it could be inferred that Fang Man was left stranded in the past. He has never made another media appearance, cartoon or otherwise.

WHEEL OF INFINITY Originating alongside Fang Man in "The Time Corridor," the Wheel of Infinity was the magical relic used by Skeletor to travel to Eternia's past. It was ultimately destroyed by He-Man.

MOTUC #111 • AFFILIATION Evil Warriors • SUBSCRIPTION Club Eternia 2013 • PRICE $25
ORIGINAL FIGURE RELEASE MattyCollector.com (March 15, 2013) • RELEASE TYPE Carded Figure

SWORD OF THE ANCIENTS Fang Man's second accessory was the Sword of the Ancients, which appeared in a Filmation MOTU cartoon episode titled "Masks of Power" as well as a subsequent mini-comic of the same name. In both versions of the story, the sword was the only weapon able to destroy the titular masks.

FORCE FIELD ROD Fang Man's third accessory was a "Force Field Rod." This weapon did not appear in any prior media, but was instead based on the weapon held by Fang Man on the character's model sheet used by animators of the Filmation MOTU cartoon series.

BITE YOUR TONGUE Fang Man's tongue was mounted on a swivel joint, and the mouth was rubbery enough that the tongue could slide past the fangs in order to hang out of either side of the mouth or straight ahead.

GALLERY

TRIVIA

The following copy was written for Fang Man's sales page on MattyCollector.com: Fangs for the memories! A scaly sycophant to Skeletor, Fang Man skillfully served his evil master before he was dispatched to Dragosaur Isle, where he's more than ready to strike out at anyone who challenges him. This Filmation-style figure features an articulated tongue and includes removable armor, unique Revtile Sword, Wheel of Infinity and Electro mace."

The official bio for the Wheel of Infinity was revealed can be found on page 596. Many of the details in this bio were taken from the Filmation MOTU episode "The Time Corridor."

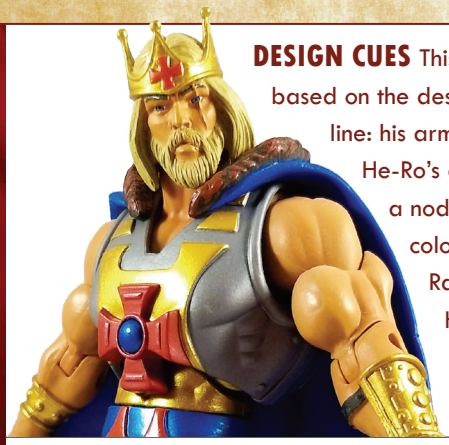
Fang Man utilized the standard male shoulders, biceps, and upper legs, Whiplash's scaly torso, Tri-Klops' left bracer, He-Man's right bracer, Demo-Man's hands, Skeletor's boot tops, and Keldor's feet. His shorts and head were newly sculpted.

Featured on Fang Man's cardback were Stinkor, Skeletor, Beast Man, Tri-Klops, and Spikor.

KING HE-MAN

Heroic Ruler of Future Eternia

REAL NAME Adam of the House of Randor **BIO** After his sister defeated Horde Prime, the threat of Adam's old enemy Skeletor once more called He-man to one final battle. In an epic duel on the Jaw Bridge of the great Temple of Power on Trolla, He-man at last defeated Skeletor in single combat. Recovering the Vortex Key, He-man could now return to his home world. There he found his queen mother keeping the throne and mourning the passing of King Randor. Taking his rightful place as his father's heir, Adam became King He-man, ruling over all Eternia with his wisdom and strength. He married Teela and together with their son Dare took over his father's legacy as the new He-Ro, defender of Eternia and the wielder of the Sword of Power.



DESIGN CUES This "future" version of He-Man was based on the designs of several other figures in the line: his armor and boots were influenced by He-Ro's design, his long hair and cape were a nod to King Grayskull, and his overall coloring and staff were inspired by King Randor. The iron cross motif came from He-Man himself, of course.

MINI-COMIC The figure came packaged with a mini-comic titled "The Secret Origin of Skeletor! Fate and Destiny." This was the fourth mini-comic released in MOTUC and the only one released in 2013. For a closer look at this comic, see page 627.

ACCESSORIES

WELL STAFFED While King He-Man's staff did look very similar to the staff that came with the original King Randor figure, it was a newly sculpted piece and not simply a repaint.

MOTUC #112 • AFFILIATION Heroic Warriors **• SUBSCRIPTION** Club Eternia Exclusive 2013 **• PRICE** $25
ORIGINAL FIGURE RELEASE MattyCollector.com (March 15, 2013) **• RELEASE TYPE** Carded Figure

EN GUARDE King He-Man came with a newly sculpted 200x-inspired Power Sword. This version of the sword was damaged and rusty, with a wooden handle held in place by what appeared to be tape. The overall look was of a sword that had seen many, many years of battle and had the scars to show for it.

ALTERNATE VIEWS

King He-Man utilized the standard male torso, shoulders, biceps, hands, and legs, He-Man's bracers, and He-Ro's shorts and boots. His only new parts were his head, armor/cape, and accessories.

SUBTERNIA

Hidden Land Beneath the Horizon

Below the crust of planet Eternia lies a hidden hollow globe filled with magical secrets and mysterious races. At the very center of the planet rests the Starseed, a manifestation of the very magic of the creator gods, forever guarded by their servant Procrustus. Its powers flow through several thin tunnels, culminating at the base of both Central Tower and Castle Grayskull, supplying these mighty monuments with great magical powers. Even before the Three Towers were raised to the surface, many different races fought for dominion over the underground realms including the mighty Caligars and the bat-like Speleans. Eventually Randor's new Council of Eternia helped the warring subterranean races make peace. But the ever present Starseed and the hidden temple of Serpos have often called both good and evil warriors to battle throughout Eternia's hollow interior!

TRIVIA

The following copy was written for King He-Man's sales page on MattyCollector.com: "The leader and the legend… he's the once and future king, fighting the never-ending battle against evil! This figure captures He-Man back from his adventures in the Tri-Solar System, ready to rule Eternia as its rightful heir. He carries with him his trusty (if slightly beat up) Electronic Power Sword, ready for one more hair-raising battle. He also includes his royal scepter and the single 2013 mini-comic featuring the Secret Origin of Skeletor."

King He-Man was only sent to collectors who purchased the 2013 Club Eternia subscription and was never made available for retail purchase.

Included with King He-Man was a poster titled "Subternia During the Reign of King Skeletor." For a closer look at this poster, see page 710.

Featured on King He-Man's cardback were King Randor, The Mighty Spector, the Goddess, Horde Prime, and King Grayskull.

STROBO

Light-Powered Cosmic Enforcer

ACCESSORIES

REAL NAME Gepher **BIO** Chosen as Zodac's replacement in the Cosmic Enforcers, Strobo was tasked by the Overlords of Trolla to investigate his predecessor's assassination on Eternia. Finding Jitsu ruling Snake Mountain and evil spreading across the land, Strobo carried out his Masters' assignment by forcefully maintaining neutrality in He-Man's absence. He turned the tide of several battles, fighting both with and sometimes against, the remaining Masters of the Universe. Stobo wears armor enhancements originally created by the scientists of Anwat Gar. His chest plate can project force fields and energy blasts to stun or even disintegrate those who oppose his will. Stobo uses the forces of light to battle his enemies.

ORIGINS In 1987, as sales of the vintage Masters of the Universe line were dwindling, Mattel made plans for a seventh wave of action figures that would have been comprised of new characters built entirely from existing parts. Among these characters was Strobo, who would have been comprised of Zodac and Sy-Klone parts. While Strobo did make one media appearance (in the story "The Dark Power of Skeletor" from *The Masters of the Universe Magazine*), the toyline was cancelled before Wave 7 was ever produced. For Masters of the Universe Classics, Mattel revisited the Strobo concept by releasing the figure as a traveling convention exclusive in 2013. (*Above: line art for the proposed Strobo and Snake Trooper figures that Mattel never released.*)

GUNS OUT Strobo was originally supposed to come with a gun, but this accessory was dropped for budgetary reasons. It was later included in Weapons Pak #4 (End of Wars Assortment) in October of 2013.

MOTUC #113 • AFFILIATION Cosmic Enforcer • SUBSCRIPTION N/A • PRICE $27
ORIGINAL FIGURE RELEASE Traveling Con Exclusive, 2013 • RELEASE TYPE Carded Figure

ALTERNATE VIEWS Strobo was comprised of the standard male shoulders, biceps, hands, and upper legs, Zodac's head, Icarius's shorts, and Sy-Klone's torso, gloves, and boots.

DARK STAR FRAGMENT Stobo's green meteor with stand was based on an "artifact" seen in the same comic story where Strobo made his first (and only) media appearance. In the story, the meteor was a Dark Star fragment that gave Skeletor the ability to spread an evil shadow over the land and control all territory under the shadow. In the end, a ray of light from He-Man's Power Sword, reflected from Strobo, destroyed the meteor.

MIRROR, MIRROR The "mirror" in Strobo's chest was actually a reflective sticker.

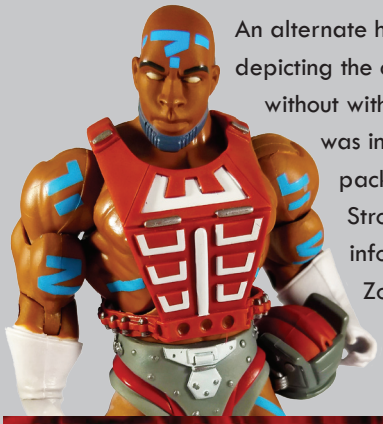
GALLERY

TRIVIA

Strobo was not the only character from the unproduced vintage Wave 7. In late 2017, Super7 produced a three pack, exclusive to Power-Con, containing Terroar, Plasmar, and Lord Gr'asp. And in 2019, another Power-Con three pack was produced containing Slamurai and two Snake Troopers.

The official bio for the Dark Star Fragment can be found on page 584, while the bio for Zodak's alternate head can be found on page 588.

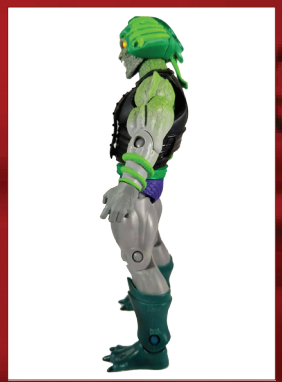
Featured on Strobo's cardback were He-Ro, Skeletor, Zodac, Zodak, and He-Man.



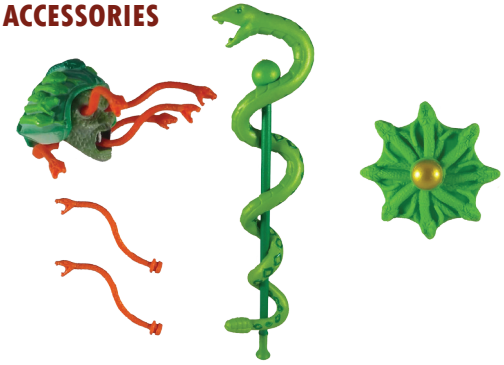
An alternate head for Zodak, depicting the character without without his helmet, was included in the packaging with Strobo. (For more information on Zodak, see page 30.)

SNAKE FACE

Most Gruesome of the Snake Men Warriors



ACCESSORIES



REAL NAME Cyltho Ssstavvve **BIO** Originally a minor training officer in the Unnamed One's serpent army, Cyltho Ssstavvve drew King Hssss' attention after he was enchanted with the ability to turn his enemies into stone by the Great Black Wizard. Quickly brought into Hssss' inner circle, Snake Face often acted as the Viper King's second in command during the Great Wars with Grayskull. He was trapped with the entire Snake Army in the Void for five millennia, but eventually was called forth by King Hssss to do battle once again after their release – this time against new enemies – He-Man and the Masters of the Universe! Snake Face slithers after his enemies then turns them to stone!

VINTAGE VAULT The vintage Snake Face figure was released as part of the original toyline's sixth wave in 1987. Pushing up a lever on the figure's back caused snakes to pop out of his eyes, mouth, shoulders, and chest. The figure came armed with a snake staff and shield.

UPDATED The MOTUC Snake Face was a faithful update of its vintage predecessor. One notable exception was the re-use of Skeletor's boots/feet instead of the unique boots of the vintage Snake Face figure.

ALTERNATE VIEWS

Snake Face utilized Whiplash's scaly torso, Skeletor's hands, boots and feet, and the standard male upper legs. All other pieces on the figure were newly sculpted.

MOTUC #114 • AFFILIATION The Snake Men • SUBSCRIPTION Club Eternia 2013 • PRICE $25
ORIGINAL FIGURE RELEASE MattyCollector.com (April 15, 2013) • RELEASE TYPE Carded Figure

HEADS YOU LOSE Instead of replicating the vintage figure's "popping snakes" action feature, the MOTUC Snake Face came with an alternate head depicting the snakes that would protrude from the vintage figure's eyes, mouth, and shoulders.

SSSSURPRISE Two panels in the figure's chest armor could be removed and replaced with two insertable snakes. Note that while the snakes on the vintage figure's chest were green, they were red on the MOTUC version of the character.

WELL STAFFED Snake Face's staff was a repainted version of the accessory that originally came with the King Hssss figure.

SSSSHIELD ME Snake Face also came armed with an updated version of the character's vintage snake shield.

GALLERY

TRIVIA

The following copy was written for Snake Face's sales page on MattyCollector.com: "Cold-blooded and even more cold-hearted, this sinister serpent turns his enemies to stone, then slithers away without a second thought! Snake Face may be able to disguise his true nature for a short time, but eventually he will reveal his hideous face, so this fan-demanded figure arrives with interchangeable 'snakes in and snakes out' look. Also comes with pop-out chest plates, removable chest snakes that can plug into his armor, serpent staff and serpent shield."

Featured on Snake Face's cardback were King Hssss, the Snake Men two-pack, King Grayskull, Vikor, Zodak, and The Mighty Spector.

KARATTI
Bone Bashing Mutant

REAL NAME Stickel-Vat **BIO** Karatti has a head as hard as the rocks of the desert region of Denebria where he lives. Unfortunately for the other evil mutants he also possesses as much brain power as one of the rocks. Although armed with a laser ax, it is the terrible bone-crushing karate blows that make him so fearsome. Fortunately for the Galactic Protectors, he is as cowardly as most of the other inhabitants of Denebria and will only attack those whom he knows to be weaker than himself. He gladly allied himself with Skeletor who offered promises of power and wealth to all who aided him in mutiny against the Horde. Karatti uses his combat moves to fight the Galactic Protectors.

ACCESSORIES

VINTAGE VAULT The vintage Karatti figure was released as part of the "He-Man" toyline's second wave in 1990. The figure came armed with a gun/axe and sword.

UPDATED Karatti was the third Space Mutant released in MOTUC, after Optikk and Slush Head, and the fourth *New Adventures of He-Man* figure overall. Of the nine figures released in the "He-Man" toyline's second wave, only Optikk and Karatti were given figures in the MOTUC toyline. The figure was a faithful update of his vintage counterpart while still making use of existing MOTUC tooling.

ALTERNATE VIEWS

Karatti utilized Trap-Jaw's legs, feet, forearms, and hands, along with the standard male upper torso and shoulders. All of the figure's other parts appeared to be newly sculpted.

MOTUC #115 • AFFILIATION The Space Mutants • SUBSCRIPTION Club Eternia 2013 • PRICE $25
ORIGINAL FIGURE RELEASE MattyCollector.com (May 15, 2013) • RELEASE TYPE Carded Figure

GUNS OUT MOTUC Karatti came with an updated version of the vintage figure's gun.

DOUBLE TROUBLE As with the vintage version of this accessory, the gun doubled as an axe.

EN GUARDE Karatti's second accessory was an updated version of the vintage figure's sword, molded in the same black plastic as his gun/axe weapon.

GALLERY

TRIVIA

The following copy was written for Karatti's sales page on MattyCollector.com: "He's kicking it Denebria style… full force and minus any hint of mercy! This brutal bully doesn't hesitate to strike out at any enemy of Skeletor, and what he lacks in brainpower he more than makes up in brawn. Fully articulated, this figure arrives with power knife and side arm blaster, and features removable armor."

In the vintage "He-Man" toyline, Karatti's prototype name was Crystoll, as he was originally intended to be a being made of crystal. Some He-Man comic books featured Karatti in this original design before his action figure with its green-skinned design was released. Karatti's Masters of the Universe Classics bio was taken directly from Crystoll's description in early magazine previews, most notably where it referred to Karatti as having "a head as hard as the rocks of the desert region of Denebria," when this is not actually a feature of the character.

Featured on Karatti's cardback were Optikk, Skeletor, Icarius, He-Man, and Slush Head.

SHIELD MAIDEN SHERRILYN

Evil Eternian Pirate

ACCESSORIES

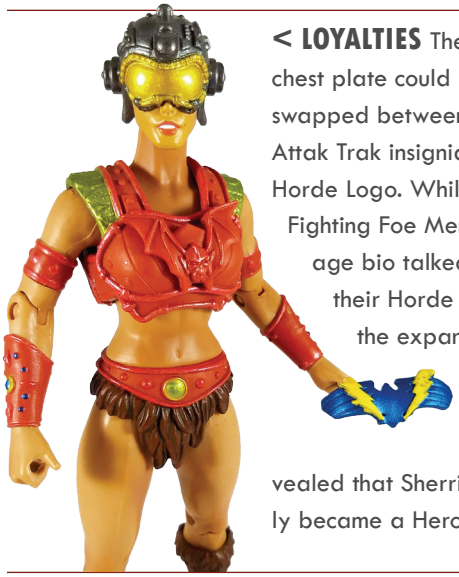
FIGHTING FOE MEN BIO After the Great Wars ended and Eternia was left without a king, a group of renegade pirates known as the Fighting Foe Men took over the Valley of Gnarl and all the surrounding territories. Spreading fear throughout the land, they built great machines like the Roton and Talon Fighter to terrorize the populace. Challenged and eventually defeated by a champion of the north, the Fighting Foe Men were cast into a glacier and magically frozen for over five thousand years. Eventually, they were discovered by Hordak who returned to Eternia and set them free in return for serving in his army during the Second Ultimate Battleground.

ORIGINS The name "Fighting Foe Men" was first found among some old Mattel Masters of the Universe files and artwork alongside such concept characters as Vikor and Demo-Man. It was speculated that before the name "Masters of the Universe" was settled upon, Mattel had considered calling the line "The Fighting Foe Men." In 2013, Mattel decided to make the moniker official by creating a three-pack of new characters, an evil Eternian pirate clan known as the Fighting Foe Men.

DESIGN CUES For the Fighting Foe Men, Mattel drew design inspiration from the artwork created for the model kits produced by the company Monogram sometime between 1983 and 1984. During its brief time releasing MOTU models, Monogram released models of the Wind Raider, Attak Trak, Roton, and the Talon Fighter, all packaged in boxes featuring artwork from artist Larry Elmore. Rather than utilizing established characters, the Monogram model artwork instead featured barely-seen new characters that were never identified or seen in the regular toyline. Sherrilyn's design was based on the driver in the Attak Trak model kit artwork.

MOTUC #116A • AFFILIATION The Evil Horde / Heroic Warriors **• SUBSCRIPTION** Club Eternia 2013 **• PRICE** $75
ORIGINAL RELEASE MattyCollector.com (May 15, 2013) **• RELEASE TYPE** Boxed 3-Pack

SHIELD ME > Sherrilyn's shield, which featured translucent plastic at the center, was inspired by the design of the Attak Trak vehicle's treads.



< LOYALTIES The figure's chest plate could be swapped between an Attak Trak insignia or a Horde Logo. While the Fighting Foe Men's package bio talked only of their Horde affiliation, the expanded, official bio for the Roton vehicle later revealed that Sherrilyn eventually became a Heroic Warrior.

GUNS OUT > Sherrilyn's gun accessory was designed to resemble the twin guns from the Attak Trak.

SHIELD MAIDEN SHERRILYN

Heroic Attak Trak Pilot

Orphaned after her parents were killed by bandits, Sherrilyn became a street urchin and quickly befriended fellow orphan Dawg-O-Tor. The two children dreamt of adventure even as they relied on their wits to survive. Their lives changed for the worse when they met the malevolent Ditztroyer, who charmed the orphans by promising them glory and riches beyond their wildest imaginings. Initially distrustful, Sherrilyn fell under the charismatic benefactor's influence when he showed her the underground location of ancient Gar war machines. Fascinated by the Attak Trak, she restored the vehicle and eventually became known as the notorious pirate warrior Shield Maiden Sherrilyn. Although Ditztroyer and his protégés were defeated and magically frozen by Vikor, Sherrilyn and Dawg-O-Tor continued to follow Ditztroyer's lead when they were freed eons later. However, they did not suspect the heinous act of betrayal he'd conceived millennia earlier. Gravely injured when Ditztroyer attempted to sacrifice them to the Demon from the Beginning of Time, Shield Maiden Sherrilyn and Dawg-O-Tor were saved from the rubble of Thamalia Tower by King Randor himself. Grateful, Sherrilyn became fiercely loyal to him.

TRIVIA

The following copy was written for the Fighting Foe Men's sales page on MattyCollector.com: "They say bad things come in threes, and this trio takes the art of terrorizing to a whole new level. Based on the fan-favorite model kit drivers from the vintage era, these three Fighting Foe Men figures were sculpted by the Four Horsemen and are all named after members of their actual team! Each fully articulated figure arrives with two snap-on chest logos to change their alliance from the Fighting Foe Men to the Evil Horde. FUN FACT: The Fighting Foe Men was the original name for the MOTU toyline!"

The Fighting Foe Men were named after three employees of Four Horsemen Studios, the team behind the designs and sculpting of the MOTUC toyline. Shield Maiden Sherrilyn was named after Sherri Lynn Cook.

The back of the box for the Fighting Foe Men featured a single bio for all three characters (*see previous page*). An official bio for Shield Maiden Sherrilyn alone was revealed on He-Man.org on August 20, 2019.

Sherrilyn was the only one of the three Fighting Foe Men to not receive her signature vehicle in Masters of the Universe Classics, as the Attak Trak was never released in the line..

DAWG-O-TOR

Evil Eternian Pirate

REAL NAME Dawg-O-Tor **BIO** Reared by Ditztroyer, the boastful street urchin Dawg-O-Tor, along with fellow orphan Shield Maiden Sherrilyn, grew to become the piratical Fighting Foe Men. Obsessed with Ditztroyer's tales of the Talon Fighter, a "machine of the Ancients" spoken of only in legends, Dawg-O-Tor drew up blueprints and used hidden Gar technology to build his own replica of the fabled vehicle. Eons later, Ditztroyer betrayed his allies when he attempted to sacrifice Dawg-O-Tor and Shield Maiden Sherrilyn to a horrific entity. Close to death, Dawg-O-Tor and Sherrilyn were rescued by King Randor and rushed to the palace's Room of Recuperation where their wounds were healed by Mendor. Realizing their folly, the two warriors were humbled by Randor's efforts to save them and expressed great remorse for their past crimes. They served their prison sentence even as they assisted Clamp Champ in the palace's vehicle bay. There, Sherrilyn and Dawg-O-Tor were delighted to see brigades of Talon Fighters and Attak Traks inspired by their own ancient vehicles. The former villains went on to become the most loyal members of Randor's army, forming a close friendship with fellow pilot Sky High.

DESIGN CUES Dawg-O-Tor's design was based on the vintage Talon Fighter model kit artwork. The artwork depicted a long-haired driver, barely visible under the canopy, wearing a green and black shirt.

ACCESSORIES

GALLERY

MOTUC #116B • AFFILIATION The Evil Horde / Heroic Warriors **• SUBSCRIPTION** Club Eternia 2013 **• PRICE** $75
ORIGINAL RELEASE MattyCollector.com (May 15, 2013) **• RELEASE TYPE** Boxed 3-Pack

< SHIELD ME Dawg-O-Tor's shield was designed to resemble the Talon Fighter vehicle.

JOIN THE CLUB > Dawg-O-Tor's club was based on the design of the Talon Fighter's guns.

LOYALTIES The figure's chest plate could be swapped between a Talon Fighter insignia or a Horde Logo. While the Fighting Foe Men's package bio talked only of their Horde affiliation, the expanded, official bio for the Roton vehicle and the official bio for Dawg-O-Tor himself later revealed that Dawg-O-Tor eventually became a Heroic Warrior.

TRIVIA

Dawg-O-Tor was named after Four Horsemen Studios staff member Owen "O-Dawg" Oertling.

Dawg-O-Tor utilized the standard male torso, shoulders, biceps, hands, furry loincloth, legs, and boots along with He-Man's right bracer and Tri-Klops' left bracer. His head, armor and accessories were the only newly-sculpted pieces.

Dawg-O-Tor's long brown hair featured a gray streak running down the back.

Dawg-O-Tor's visor was made of translucent yellow plastic, but neither it nor his armor was removable.

The back of the box for the Fighting Foe Men featured a single bio for all three characters (*see page 240*). An official bio for Dawg-O-Tor alone (titled "Dawg-O-Tor — Heroic Talon Fighter Pilot") was revealed on He-Man.org on August 26, 2019.

FLY LIKE AN EAGLE Dawg-O-Tor's signature ship, the Talon Fighter (with Point Dread and a new Teela figure), was released in MOTUC in November of 2015.

DITZTROYER
Evil Eternian Pirate

REAL NAME Ditztroyer **BIO** The half-Gar pirate Ditztroyer never told orphaned street urchins Dawg-O-Tor and Sherrilyn about his own childhood. He hid the fact that his parents once worshiped the dark witch Shokoti. He never spoke of the night when he was forced to drink from the ebon pool which turned his eyes black and showed him the end of all things, nor did he speak of the brave Gar wizards who rescued him. While the roguish Dawg-O-Tor and Sherrilyn grew to crave fame and adventure, they did not suspect their mentor's growing obsession with the blasphemous thing sealed beneath ancient Thamalia Tower — the thing that spoke to him in phantasmagoric dreams. Taken by Ditztroyer's charisma, Dawg-O-Tor and Shield Maiden Sherrilyn listened intently as he taught them the secrets of long-forgotten Gar war machines. Millennia later, Ditztroyer charmed Hordak himself, convincing him that the Fighting Foe Men would stand by his side, all the while secretly allying himself with the Evil Warriors of fellow half-Gar outcast, Skeletor. Ditztroyer's madness was finally revealed when he attempted to sacrifice Sherrilyn and Dawg-O-Tor to the imprisoned Demon from the Beginning of Time.

DESIGN CUES Ditztroyer's design was based on the vintage Roton model kit artwork. The artwork depicted a driver, barely visible under the canopy, with a blue hood and legs, orange shirt, and green gloves, belt and boots.

ACCESSORIES

ALTERNATE VIEWS Ditztroyer was built from the standard male legs, loin cloth, torso, and biceps, Zodak's gloves and He-Ro's boots. He featured a new head sculpt, cape, and accessories.

MOTUC #116C • AFFILIATION The Evil Horde / Evil Warriors • SUBSCRIPTION Club Eternia 2013 • PRICE $75
ORIGINAL RELEASE MattyCollector.com (May 15, 2013) • RELEASE TYPE Boxed 3-Pack

GUNS OUT The design of Ditztroyer's gun was inspired by the twin guns from the Roton vehicle. Similar but not identical guns would be released with the MOTUC Roton vehicle in 2016.

SPIN ME ROUND Ditztroyer's signature ship, the Roton, was released in MOTUC in late 2016.

LOYALTIES The figure's chest plate could be swapped between a Roton insignia or a Horde Logo. While the Fighting Foe Men's package bio talked only of their Horde affiliation, the expanded bio for the Roton vehicle and the official bio for Ditztroyer himself later revealed that the character eventually became an Evil Warrior.

GALLERY

TRIVIA

The Fighting Foe Men were named after three employees of Four Horsemen Studios, the team behind the designs and sculpting of the MOTUC toyline. Ditztroyer was named after Four Horsemen staff member Shane Dittsworth.

There was a slot in the back of Ditztroyer's cape to store his staff.

The Fighting Foe Men 3-pack retailed for $75 at a time when single carded MOTUC figures cost $25.

The back of the packaging for the Fighting Foe Men featured a single bio that covered all three characters. An official bio for Ditztroyer alone (dubbed "Ditztroyer - Evil Roton Pilot") was revealed on He-Man.org on August 12, 2019.

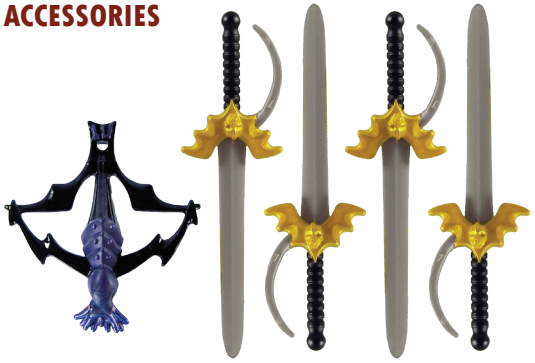
Featured on the Fighting Foe Men cardback were Hordak, Grizzlor, Leech, King Grayskull, and Vikor.

Ditztroyer's staff was based on the design and rotating blades of the Roton vehicle. The blades on the staff did not rotate, however.

OCTAVIA

Wicked Tentacle-Swinging Warrior

ACCESSORIES



REAL NAME Polypus Rorqu **BIO** The unpredictable waters of the Etherian seas are home to many sea creatures, none more dangerous and cunning than the Aquatican warrior Octavia. Working her way up the Horde ranks, she eventually became a Horde Commander, first in her home waters of Octopus Cove and eventually serving Hordak in the Sea of Sigh and the Fright Zone. Truly enjoying a good fight, she cackles shrilly while brandishing weapons in her four thrashing tentacles. Octavia uses her tentacles to hold weapons and capture her enemies, squeezing their bodies into submission.

CARTOON CORNER Octavia was a character created for the Filmation POP cartoon, where she appeared in the episodes "Treasure of the First Ones" and "She-Ra Makes a Promise." She never received a figure in the vintage Princess of Power toyline, so her MOTUC figure was based completely upon her animated design.

DON'T CROSS ME While Octavia did not carry a crossbow in her cartoon appearances (she was armed instead with swords and "freeze sticks"), the figure was given her own uniquely designed "squid" crossbow.

ALTERNATE VIEWS Octavia reused the standard female upper body, arms, hands, and upper legs with She-Ra's forearms and Adora's feet. Her head, boot tops, overlay, tentacles, and accessories were newly sculpted pieces.

MOTUC #117 • AFFILIATION The Evil Horde • SUBSCRIPTION Club Eternia 2013 • PRICE $25
ORIGINAL FIGURE RELEASE MattyCollector.com (June 17, 2013) • RELEASE TYPE Carded Figure

GALLERY

GONNA REACH OUT AND GRAB YA Octavia's four tentacles, which were made from a rigid plastic, were removable and could also be swapped around. The holes for her tentacles were compatible with Buzz-Off's wings and Draego-Man's wings. Plans to make the tentacles bendable were scrapped for quality control reasons.

EN GARDE Octavia's four identical swords were designed to slip over the ends of her tentacles, but she could hold them in her hands as well.

TRIVIA

The following copy was written for Octavia's sales page on MattyCollector.com: "Eight is enough… limbs, that is! Two arms, two legs, and four tenacious tentacles add up to one overreaching octopus. As an evil enforcer for Hordak, this scary sea creature from the classic POP Filmation series gets the upper hand… or tentacle… by putting the squeeze on her enemies. This figure arrives with a Horde crossbow that can be held in her hand, four interchangeable tentacles and four swords – one for each tentacle!"

Octavia came packaged with her tentacles removed. Each tentacle had a hinge joint with a peg at the end that plugged into the figure's back. They could swivel up and down at the back and hinge forward and backward, but the forward range of motion was blocked by the body and the backward range was mostly blocked by the hair. The lower tentacles could move backward a bit more than the higher ones.

Featured on Octavia's cardback were Hurricane Hordak, Mosquitor, Catra, Shadow Weaver, and Grizzlor.

CLAMP CHAMP

Heroic Master of Capture

REAL NAME Raenius **BIO** After Duncan was captured and permanently turned into one of the Snake Men, Raenius, former Body Guard to King Randor, stepped in as the new royal Man-At-Arms. Although lacking Duncan's skills as an inventor, Raenius proved his worth to the Masters of the Universe with his ferocious hand-to-hand combat and extensive knowledge of almost every weapon, including his favorite, the techno clamp, for which he earned the nickname "Clamp Champ." He continued to lead the Masters all the way to the Second Ultimate Battleground. Clamp Champ surprises his enemies with his clamping action.

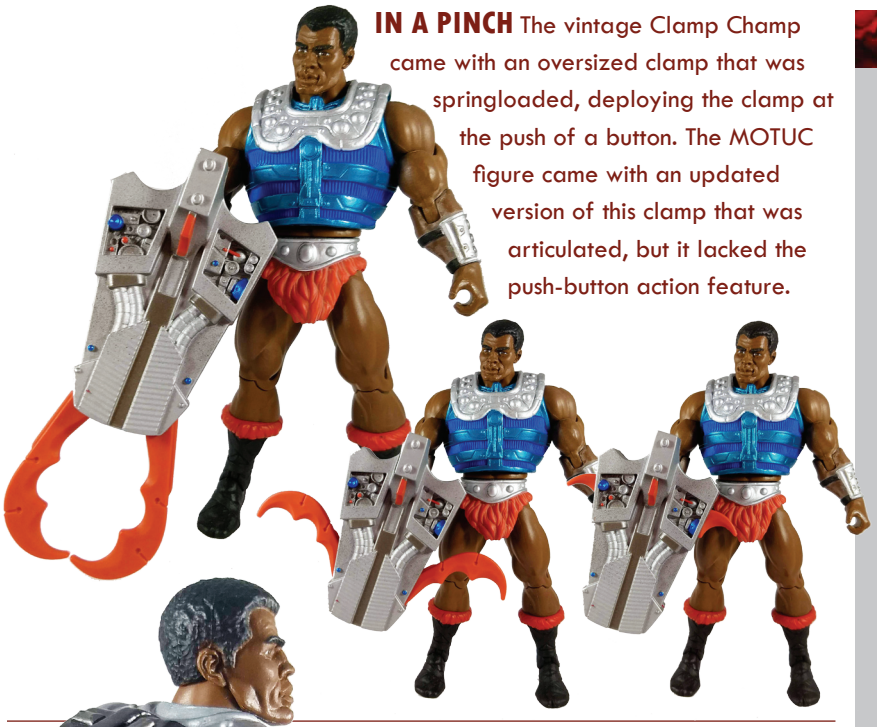
VINTAGE VAULT The vintage Clamp Champ figure was released as part of the original toyline's sixth wave in 1987. The figure came armed with a spring-loaded clamp weapon.

UPDATED MOTUC Clamp Champ was a faithful update of his vintage predecessor. The only noteworthy deviations were the additional paint aps on his armor and the large black mechanical piece on his back. While the vintage Clamp Champ featured repainted Fisto armor, MOTUC Clamp Champ was given unique armor of his own.

ACCESSORIES

ALTERNATE VIEWS Clamp Champ utilized the standard male torso, shoulders, biceps, bracers, hands, furry loincloth, legs, and boots. His only new piece, aside from his armor and accessories, was his head.

MOTUC #118 • AFFILIATION Heroic Warriors • SUBSCRIPTION Club Eternia 2013 • PRICE $25
ORIGINAL FIGURE RELEASE MattyCollector.com (July 15, 2013) • RELEASE TYPE Carded Figure



IN A PINCH The vintage Clamp Champ came with an oversized clamp that was springloaded, deploying the clamp at the push of a button. The MOTUC figure came with an updated version of this clamp that was articulated, but it lacked the push-button action feature.

GOT YOUR BACK The back of the figure's armor, rather than being a simple re-use of Fisto's armor, was instead redesigned based on the 200x mini-statue of the character released by NECA.

DOUBLE TROUBLE The figure also came with a smaller, non-articulated clamp that was based on the second accessory that was included with the 200x mini-statue of the character.

GALLERY

TRIVIA

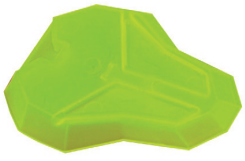
The following copy was written for Clamp Champ's sales page on MattyCollector.com: "You gotta know when to hold 'em… and know when to clamp 'em! The former bodyguard to King Randor steps up as the new Man-At-Arms, with skills such as superior hearing and sight making him a super strong, super stealthy soldier. This fully articulated figure arrives with his favorite weapon, the powerful Clamps!"

If the MYP reboot cartoon series had continued, Clamp Champ would have eventually made his animated debut in the series. With Man-At-Arms captured by a resurrected King Hiss and turned into a snake man a second time, Clamp Champ would have appeared and taken over Man-At-Arms' position as inventor and scientist for the royal kingdom. At the conclusion of the story arc, Clamp Champ would have become an official member of the Masters of the Universe. Elements of this storyline appeared in Clamp Champ's MOTUC bio.

Featured on Clamp Champ's cardback were Faker, Snake Man-At-Arms, Teela, King Randor, and Thunder Punch He-Man.

HE-MAN
Galactic Protector

ACCESSORIES



REAL NAME Adam of the House of Randor **BIO** Following the Second Ultimate Battleground, a victorious Skeletor abandoned Eternia after learning of the might of the Horde Empire. Eager to stop his old nemesis, He-Man quickly joined forces with the Galactic Protectors who had arrived through a Laser Gate to seek his aid. Combining his power with that of the Starship Eternia, Adam forsook his alternate identity, becoming He-Man permanently. With the triple strength of the Power of the Universe, the Elder's Wisdom to tap into hidden magic and now the energy of Starship Eternia, the Most Powerful Man in the Universe is ready to travel through space to capture Skeletor and bring him to justice!

VINTAGE VAULT This version of He-Man was based on the very first He-Man figure released in the first wave of the "He-Man" toyline in 1989.

DISPLAY OPTIONS

The vintage Galactic Protector He-Man figure came with removable armor, underneath which was a bandolier that was permanently molded onto the figure's torso. For MOTUC, both the bandolier and the armor were removable.

HATS OFF Instead of giving He-Man a removable helmet like his vintage predecessor, Mattel opted to package the figure with two heads: one wearing a helmet, and one without. This allowed the figure to feature more natural-looking sculpted hair.

MOTUC #119 • AFFILIATION The Galactic Protectors **• SUBSCRIPTION** Club Eternia 2013 **• PRICE** $25
ORIGINAL FIGURE RELEASE MattyCollector.com (July 15, 2013) **• RELEASE TYPE** Carded Quarterly Figure

SHIELD ME Galactic Protector He-Man's shield was made from semi-translucent yellow-green plastic. It was slightly more opaque than the shield that came with the vintage figure.

EN GUARDE The blade of Galactic Protector He-Man's sword was made from semi-translucent yellow-green plastic.

ALTERNATE VIEWS GP He-Man utilized the standard male torso, biceps, and upper legs, as well as Bow's shorts, bracers, left hand and boots. His belt, armor, right hand, and heads were new.

PROPER STORAGE He-Man's sword could be stored on the back of either his armor or his bandolier. Additionally, Galactic Protector He-Man's right hand was entirely new and was designed to hinge up and down. This finally allowed He-Man to execute the classic pose with his sword properly held aloft.

GALLERY

TRIVIA

The following copy was written for He-Man's sales page on MattyCollector.com: "He-Man is such a poser… and that's a good thing, because his ball jointed wrists allow this figure to finally assume the iconic 'I Have the Power' pose, sword held high! With totally awesome '80s style, this Galactic Protector features a ponytail and bright neon as he travels through space. This fully articulated figure has it all, including a swappable helmeted and non-helmeted head, full chest armor and power harness for mix and match looks, and power sword and shield!"

Lord Masque, released in 2017, came with a sword and shield based on the weapons that were included with Thunder Punch He-Man, a figure released in the fourth wave of the "He-Man" toyline in 1992. That figure looked quite similar to the original He-Man figure from the same line, so the inclusion of these accessories allowed collectors to ostensibly recreate Thunder Punch He-Man in MOTUC, with the exception of his translucent chest armor.

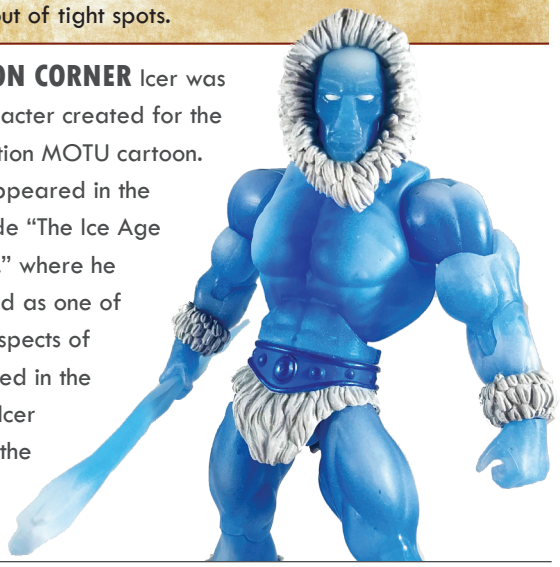
Featured on He-Man's cardback were Zodac, Icarius, Faker, Slush Head, and Optikk.

ICER
Evil Master of Cold

ACCESSORIES

REAL NAME Icleeel of the Outer Stillia Clan **BIO** Originally from the outskirts of Stillia in the Ice Mountains, Icer is a master of controlling cold weather. Skeletor recruited him after realizing a need for evil agents in the North and exploited him when Whiplash failed to obtain the Ice Raider from King Randor. Skeletor ordered his new frozen ally to take over the northern weather station and create cold weather all over Eternia, while he attempted to steal the Ice Raider himself. Icer has freezing powers and melts into water when he needs to get in or out of tight spots.

CARTOON CORNER Icer was a character created for the Filmation MOTU cartoon. He appeared in the episode "The Ice Age Cometh," where he was depicted as one of Skeletor's Evil Warriors. Aspects of the episode's plot appeared in the official bio for the figure. Icer never appeared again in the series.



I CAN SEE CLEARLY NOW Icer's body was cast in a blue plastic that was somewhat translucent. It gave the figure a subtle, ice-like quality which was augmented by some white detailing on his chest and limbs. The back of Icer's "hood" was left unpainted in order for light to be able to pass through to his face.

GALLERY

MOTUC #120 • AFFILIATION Evil Warriors **• SUBSCRIPTION** Club Filmation 2013 **• PRICE** $25
ORIGINAL FIGURE RELEASE MattyCollector.com (July 15, 2013) **• RELEASE TYPE** Carded Figure

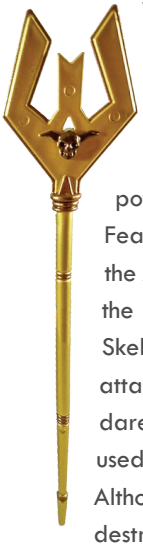
UNARMED The Staff of Avion, in its gold Filmation MOTU cartoon design, was included with Icer as a bonus accessory for Stratos, who did not come packaged with any weapons. An official bio for this staff (*below*) was revealed on He-Man.org on April 20, 2020.

BABY IT'S COLD OUTSIDE Icer's "ice spear" was cast in translucent blue plastic with a white "frosted" paint wash. This same plastic was also used for the included Staff of Avion, which was then painted gold.

SAME AS Icer utilized the standard male torso, shoulders, biceps, hands, furry loincloth, and upper legs.

STAFF OF AVION

Magic Rod of Imprisonment



When the demon centaur Molkrom was set loose on ancient Eternia, the sorcerers of Old Avion combined their magic with the Council of Elders to create a second Staff of Avion. With it the king of Avion defeated Molkrum, but the evil monster's power was so strong that the only way to subdue him was to use the full power of the staff, magically enslaving Molkrom to whoever held it. Fearful of Molkrom's power becoming a weapon for others to wield, the Avionians trapped him in a crystal buried deep in Subternia while the staff was hidden in the Mystic Mountains. Many centuries later, Skeleor and his servant Icer* located the staff and used Molkrom to attack Castle Grayskull. While He-Man thwarted them, he did not dare destroy the staff and set Molkrom free. Instead, the Sorceress used it to make Molkrom into a guardian** inside the Castle itself. Although Molkrom and the staff disappeared when the Unnamed One destroyed Castle Grayskull, they were restored by the Reawakening.

**This bio helps to justify the inclusion of the Staff of Avion with the Icer figure. ** The Molkrom as a guardian inside Castle Grayskull comes from the 2015 Castle Grayskull map which depicts the Molkrom imprisoned in crystal inside the castle.*

TRIVIA

Icer was the first figure in a six month / six figure subscription called Club Filmation, which was comprised of six characters that were originally created for the Filmation MOTU and POP cartoons. The other five figures in the club were Shokoti, Batros, Nepthu, Sea Hawk, and Strong-Or; none of these characters had ever received an action figure in any of the vintage toylines.

The following copy was written for Icer's sales page on MattyCollector.com: "Do you know where to find this frigid fiend? You're getting colder, colder… this evil ice warrior may not melt your heart, but he can melt himself and slip under his enemy's door! The first figure in the Filmation mini-sub series, Icer arrives with his ice pick weapon and the powerful Staff of Avion."

Five of the six Club Filmation figures, including Icer, only appeared in one cartoon episode.

Featured on Icer's cardback were Trap-Jaw, Skeletor, Beast Man, Jitsu, and Mer-Man.

ROKKON

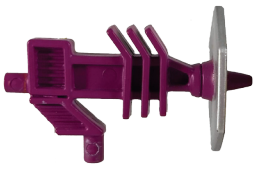
Young Heroic Battling Boulder

REAL NAME Rokkon **BIO** Rocked from his stationary orbit patrol by a light storm from Horde World, Rokkon was part of a brigade of Comet Warriors thrown across the universe. Arriving on Eternia along with his leader, Stonedar, Rokkon quickly allied with the Masters of the Universe, eager to defeat those who strove to enslave his people. Along with others of his race, Rokkon can transform into a mighty meteorite to roll into battle and surprise attackers. His rocky body can deflect laser blasts as he bursts forth to aid the heroic warriors in the heart of battle!

VINTAGE VAULT The vintage Rokkon figure was released as part of the original toyline's fourth wave in 1985. Armed with a gun, the figure could be transformed into a meteor.

ROCK N' ROLL In the vintage MOTU toyline, the "Comet Warriors" Rokkon and Stonedar were able to transform from rocks into men and back again, with their rock pieces permanently molded as part of their bodies. For MOTUC, the two figures, who were sold separately in the vintage line, were packaged together, and their rock pieces (six total for each figure) were separately molded and therefore removable.

ACCESSORIES



MOTUC #121A • AFFILIATION Heroic Warriors • SUBSCRIPTION N/A • PRICE $60
ORIGINAL FIGURE RELEASE SDCC Exclusive (July 18-21, 2013) • RELEASE TYPE 2-Pack

GUNS OUT Rokkon's gun, which looked similar to Stonedar's but was actually a different sculpt, could be held in his hand or attached to his chest.

MORE THAN MEETS THE EYE The rock pieces attached to Rokkon's arms, back and legs were removable, while the piece on his head was not. A sixth rock piece was required to complete his full rock form.

ALTERNATE VIEWS

Rokkon utilized Trap-Jaw's feet, boots, forearms, and biceps, Man-E-Faces' ribbed shoulders, and the standard male hands, thighs, abs, and torso.

TRIVIA

The following copy was written for Rokkon and Stonedar's sales page on MattyCollector.com: "The Comet Warriors have arrived! This 2-pack of vintage MOTU Rockmen figures includes the young and excitable Rokkon and the wise and heroic Stonedar. Recreate the Filmation look with snap-on arm and leg armor, or go bold(er) and transform into full rock mode with the additional snap-on front piece! Each figure also comes with trademark laser gun that they can hold, or can be snapped into chest. These figures, sculpted by the Four Horsemen, come in window box packaging and are not part of Club Eternia."

Rokkon's chest armor was not removable.

Rokkon and Stonedar were sold as an exclusive at San Diego Comic-Con and later put up for retail sale on MattyCollector.com.

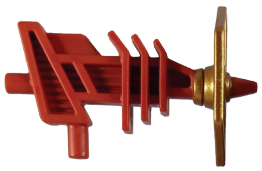
Featured on the back of Rokkon and Stonedar's packaging were Moss Man, Fisto, Mekaneck, and Battle Armor He-Man.

STONEDAR

Heroic Leader of the Comet Warriors

REAL NAME Stonedar **BIO** From the heart of the Horde Empire, Anillis Kur unleashed a powerful light storm which drove the Comet Warriors from their orbit and hurled them through space. Blasting through several untamed star bands, several Comet Warriors, including Stonedar, their heroic leader, arrived on the magical planet of Eternia. Part of a peaceful clan that shies away from conflict of any kind, Stonedar quickly realized some evil needed to be fought and allied himself and his warriors with He-Man and the Masters of the Universe. Stonedar can use his blazing armor to temporarily blind attackers in battle. When the Rock People are in danger, he transforms into his boulder form to drive back the enemy!

ACCESSORIES



VINTAGE VAULT The vintage Stonedar figure was released as part of the original toyline's fourth wave in 1985. Armed with a gun, the figure could be transformed into a meteor.

ROCK N' ROLL In the vintage MOTU line, the "Comet Warriors" Rokkon and Stonedar were able to transform from rocks into men and back again, with their rock pieces permanently molded as part of their bodies. For MOTUC, the two figures, who were sold separately in the vintage line, were packaged together, and their rock pieces (six total for each figure) were separately molded and therefore removable.

GALLERY

MOTUC #121B • AFFILIATION Heroic Warriors • SUBSCRIPTION N/A • PRICE $60
ORIGINAL FIGURE RELEASE SDCC Exclusive (July 18-21, 2013) • RELEASE TYPE 2-Pack

GUNS OUT Stonedar's gun, which looked similar to Rokkon's but was actually a different sculpt, could be held in his hand or attached to his chest.

MORE THAN MEETS THE EYE The rock pieces attached to Stonedar's arms, back and legs were removable, while the piece on his head was not. A sixth rock piece was required to complete his full rock form.

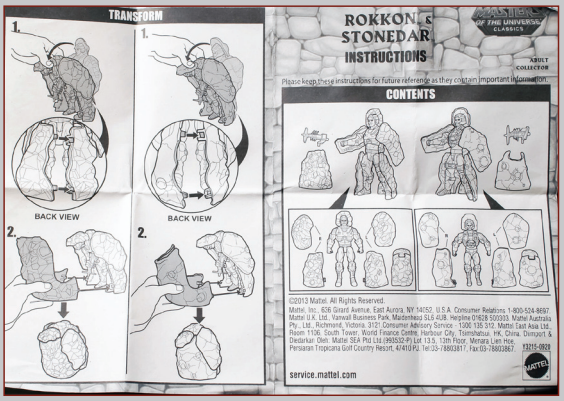
ALTERNATE VIEWS Stonedar utilized Trap-Jaw's boots and forearms, Snout Spout's feet, Roboto's biceps, Hordak's ab piece, and the standard male thighs, hands, shoulders, and chest.

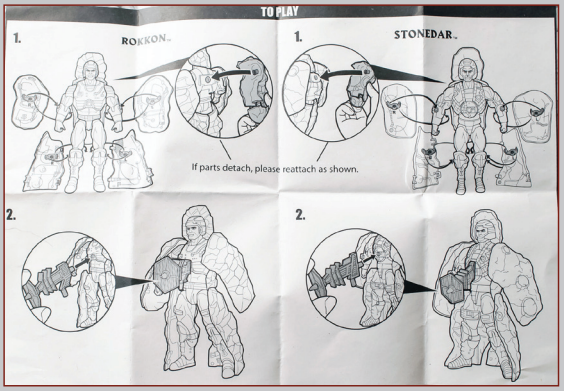
TRIVIA

Stonedar's chest armor was not removable.

A third Comet Warrior, Granita, was released by Super7 in the MOTUC line in late 2018.

Rokkon and Stonedar came packaged with assembly instructions, as seen below:





CASTASPELLA
Enchantress Who Hypnotizes

REAL NAME Esmeralda **BIO** Beautiful friend to She-Ra, Castaspella is one of the most powerful mages on Etheria. After the Horde claimed her beautiful planet as a new homeworld during their banishment in Despondos, Castaspella became a leader in the Great Rebellion helping to defend the people of Etheria with her magic. She has been known to temporarily hypnotize her foes, and although she can be a bit flighty at times, her strength and courage have helped her fight the oppression of Hordak. She is special friends with both Angella and Frosta and only uses her magic for good.

VINTAGE VAULT The vintage Castaspella figure was released as part of the Princess of Power toyline's first wave in 1984. Her only accessory was a pink comb.

CARTOON CORNER The MOTUC figure of Castaspella was clearly based closely on her Filmation POP cartoon appearance moreso than her vintage action figure. Most notably, her outfit was predominantly blue instead of completely gold/yellow.

ACCESSORIES

SHIELD ME Castaspella's shield was a re-release of the She-Ra shield, cast in semi-translucent yellow plastic.

MOTUC #122 • AFFILIATION The Great Rebellion **• SUBSCRIPTION** Club Eternia 2013 **• PRICE** $25
ORIGINAL FIGURE RELEASE MattyCollector.com (August 15, 2013) **• RELEASE TYPE** Carded Figure

ALTERNATE VIEWS Castaspella utilized the standard female shoulders, biceps, right hand, and upper legs, along with She-Ra's feet and Catra's left hand. Her head, bracers, upper torso, skirt, shins and accessories were all newly sculpted.

EVERYTHING OLD Castaspella's "spell-casting" left hand was originally Catra's "scratching" hand.

YOU SPIN ME RIGHT ROUND While the vintage figure's spinning disc accessory featured a shiny lenticular sticker, the modern update was made from translucent yellow plastic with painted accents. The disc was held in place by a clip around the figure's waist.

ABRA CADABRA

Castaspella's third accessory was a "magical blast," which was made from translucent yellow plastic and could be slipped over either hand.

TRIVIA

The following copy was written for Castaspella's sales page on MattyCollector.com: "This excellent enchantress is mesmerizing… bad news for anyone on the wrong side of the Great Rebellion! Standing strong with the women warriors of Etheria, this Princess of Power keeps her enemies spellbound as she helps defeat the Horde. This 6" figure arrives with a beautiful new fully articulated sculpt, and features one open hand to accommodate a removable spell blast effect, Princess of Power shield and removable spinning disk that clips onto her back."

Castaspella's disc accessory did not spin freely, but it could be rotated while on her back.

Castaspella was the eighth member of the Great Rebellion released in MOTUC after Adora/She-Ra, Bow, Frosta, Netossa, Starla, Tallstar, and Jewelstar.

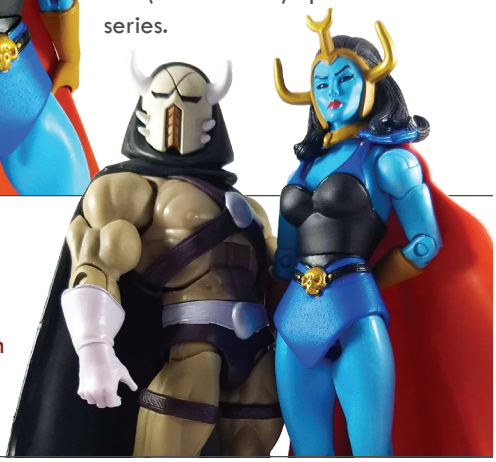
Featured on Castaspella's cardback were Adora, Bow, Frosta, She-Ra, and Netossa.

SHOKOTI
Evil Witch of Eternia

REAL NAME Shokoti **BIO** Possessing incredible powers fueled by darkness, Shokoti was the most dangerous sorceress on the Dark Hemisphere of Eternia. Fearing her plan to cover the entire planet in darkness, Shokoti's fellow blue-skinned Gars lured the nefarious witch into the sunlight and buried her with her beast companion in the House of Darkness. Many years later, the shapeshifting wizard Masque raised the temple from the Sands of Time and opened the door to darkness once more until He-Man heroically defeated Shokoti and the Sleeping Beast forever. Shokoti uses the darkness and magic to cast illusions and project energy blasts from her hands.

CARTOON CORNER Shokoti was a character created for the Filmation MOTU cartoon. While the 2-part "House of Shokoti" bore her name, she only appeared in the second episode and was never seen again in the series. The "House of Shokoti" episodes are regarded among the best (and scariest) episodes in the series.

PARTNERS IN CRIME Lord Masque, who also made his debut in the "House of Shokoti" 2-parter and was referenced in Shokoti's bio, was released in MOTUC in January of 2016.



ACCESSORIES

GALLERY

MOTUC #123 • AFFILIATION None • SUBSCRIPTION Club Filmation 2013 • PRICE $25
ORIGINAL FIGURE RELEASE MattyCollector.com (August 15, 2013) • RELEASE TYPE Carded Figure

SAY HELLO TO MY LITTLE FRIEND In her lone cartoon appearance, Shokoti was surrounded by several small tentacled creatures known as Darklings. One Darkling figure was included as Shokoti's only accessory. While the 2.5" creature did not have any articulation, it did sport three mouths with blue painted lips and white fangs.

ALTERNATE VIEWS

Shokoti utilized the standard female shoulders, biceps, hands, and upper legs, along with Octavia's gloves and Adora's boots. Her head, torso, and skirt were all newly-sculpted pieces.

DARKLINGS

Shrieking Servants of Shokoti

The Darklings were parasites that evolved on the very hide of the gluttonous Sh'Gora, one of the first demon gods who emerged in the early millennia of the universe. When the Overlords of Trolla and their leader Za-Gras banished Sh'Gora into the Dark Dimension, the entire Darkling species followed him. Yet while their host remained trapped, many of the Darklings were pulled into the world of Eternia by the witch Shokoti as she gained her powers from the Pool of Shadows. With her new dark magic, she enslaved the hungry shrieking creatures and sought to summon forth their queen, the Sleeping Beast, who was herself the spawn of Sh'Gora and had grown many times more powerful, though she remained a mindless force of pure hunger that Shokoti was sure she could control. Although Darklings rarely left Shokoti's side, they often spied for her across the Dark Hemisphere of Eternia, transmitting their sightings to her golden Skrying Skull. After citizens of the Dark Hemisphere made She-Ra their queen, Shokoti's Darlings witnessed the coronation while their mistress plotted the hoerine's undoing.

TRIVIA

The following copy was written for Shokoti's sales page on MattyCollector.com: "Shabooti? Shapoopi? Ram Man can't remember her name, but fans have been waiting for this evil Gar sorceress ever since her appearance in the Filmation series! This fully articulated 6" figure arrives with removable red cape and her green minion, Darkling, with one eye, three gaping mouths, and multiple tentacles."

The offical bio for the Darkling was revealed on He-Man.org on October 14, 2019.

In her cartoon appearance, Shokoti was depicted with white fangs, which were visible even when her mouth was closed. The action figure lacked this detail.

The design of the Darklings was re-used for creatures that appeared in the *She-Ra* episode "Three Courageous Hearts."

Featured on Shokoti's cardback were He-Man, Ram Man, Man-At-Arms, Fang Man, and Skeletor.

BATROS
Evil Master of Theft

ACCESSORIES

REAL NAME Wiley **BIO** Deep in the Dark Hemisphere resides a treacherous race of half-man half-bat pirates - none more sinister than Batros, a shadowy mercenary-for-hire. Batros views alliances with contempt, but pairs up with Skeletor when it gets him closer to his goal of seizing the Powers of Grayskull for himself. In one adventure, Batros conspired with the Overlord of Evil to filch all royal records and books from the Eternos Library. Although this shady plot ultimately met with failure, Batros remained a stealthy enemy for the Masters of the Universe and all who fight for freedom on Eternia. Batros is a dark mercenary trained in the art of thievery!

CARTOON CORNER Batros was a character created for the Filmation MOTU cartoon. He debuted in the episode "The Great Books Mystery" in the series' second season and never made any subsequent appearances in the cartoon series. Batros was the third of six figures in the 2013 Club Filmation subscription.

ARMED AND DANGEROUS While Batros didn't carry any weapons in his single cartoon appearance, the MOTUC figure came armed with a repainted Spikor club.

MOTUC #124 • AFFILIATION None • SUBSCRIPTION Club Filmation 2013 • PRICE $25
ORIGINAL FIGURE RELEASE MattyCollector.com (September 16, 2013) • RELEASE TYPE Carded Figure

ALTERNATE VIEWS

Batros utilized the standard male torso, shoulders, forearms, furry loincloth, and upper legs, as well as Demo-Man's hands.

DRESSED FOR SUCCESS Batros' collar was a separately-sculpted piece and was removable, as was his harness.

WING MAN

Batros' wings had a "leathery" texture and were red on the inside, black on the outside. The wings were permanently attached to his triceps.

GALLERY

TRIVIA

The following copy was written for Batros' sales page on MattyCollector.com: "This crafty crook from the dark side of Eternia steals all the books, but it's not his thirst for knowledge that motivates him… it's his thirst for power! Wicked winged and willing to scheme with Skeletor, this Filmation series fiend comes with a mace."

Featured on Batros' cardback were He-Man, Skeletor, Stinkor, Clawful, and Webstor.

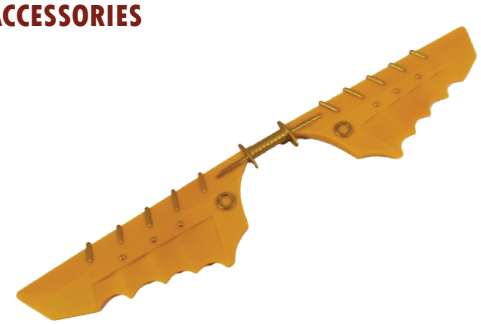
SKY HIGH
Heroic Airship Adventurer

REAL NAME Darid **BIO** A former palace guard serving under Teela, Darid was best known as an ace test pilot, working alongside Duncan to put his latest inventions to the test. Daring to push the limit on almost any vehicle, Darid earned the nick name "Sky High" and helped Duncan's team to upgrade the Wind Raider and Jet Sled for faster acceleration and smoother landings. During the Second Ultimate Battleground, he led a squadron of Blaster Hawks into battle combating the Horde Boa Jets and King Hssss' new Snake Strike Squad. As cocky as he is brave, Sky High defends Eternos from aerial attacks.

DESIGN CUES

As they did with the Fighting Foe Men, Mattel drew design inspiration for Sky High from artwork created for the vintage toyline: in this case, a promotional poster showcasing various toys available in the line at the time. Sky High was based on the design of the unidentified, never-before-seen character piloting the Wind Raider in the background of this poster.

ACCESSORIES



ALTERNATE VIEWS Sky High utilized Trap Jaw's legs, Hordak's gloves and ab piece, Man-E-Faces' shorts, and the standard male torso, shoulders, and biceps. His head, armor and weapon were the only newly sculpted pieces.

MOTUC #125A • AFFILIATION Heroic Warriors • SUBSCRIPTION N/A • PRICE $50
ORIGINAL RELEASE MattyCollector.com (September 15, 2013) • RELEASE TYPE Boxed Figure and Vehicle

WING MAN Sky High's wings, which were based on the design of the Wind Raider vehicle wings, clipped onto his back and could pivot to lay flat against or be perpendicular to his back.

NEED A LIFT? Sky High was not released as a single-carded figure, but was instead packaged alongside the Jet Sled. For more information on this vehicle, see the next page.

TRIVIA

The following copy was written for Sky High with Jet Sled's sales page on MattyCollector.com: "This talented test pilot takes his need for speed high up into the Eternian atmosphere. Shown in the vintage cross-sell painting piloting the Wind Raider (not included), this 6" figure comes with removable jet pack wings inspired by the Wind Raider design that clip onto his back or can be held like a staff. Also included is the long-requested Jet Sled, the front half of the vintage Battle Ram vehicle featured in the Filmation series. This mini-vehicle fits most MOTUC figures."

Sky High with Jet Sled was not included in the 2013 subscription. It was only available for day-of sale on MattyCollector.com on September 15. It retailed for $50.

Featured on Sky High with Jet Sled's cardback were Queen Marlena, Man-At-Arms, Teela, Orko, Lt. Spector, and King Randor (Eternos Palace).

GALLERY

EN GARDE Sky High's wings were removable and could double as a hand-held weapon.

NO PLACE LIKE HOME Sky High's signature vehicle, the Wind Raider, had been released in MOTUC in December of 2011, nearly two years before Sky High.

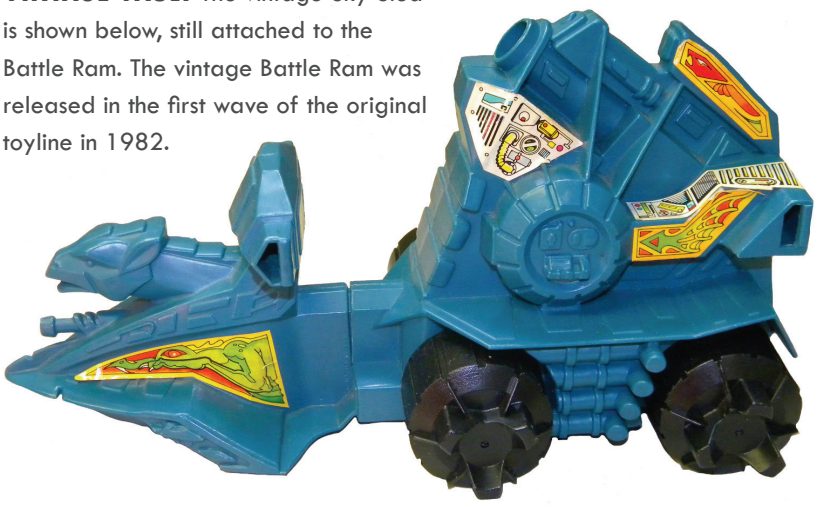
JET SLED
Vehicle

(CONTINUED FROM WAR SLED BIO, PAGE 583)

...Suddenly, another form zoomed into view, knocking Beast Man from his War Sled and into the pit of mire where the Zuva-Rex was trapped. Man-At-Arms quickly realized the new shape zipping through the sky was a royal Sky Sled, piloted by the daring Sky High. Undeterred, Tri-Klops deftly maneuvered his craft and fired a deadly Warp Trakker, but Sky High spun his sleek griffin-headed vehicle out of harm's way. While Sky High continued to dodge Tri-Klops, Man-At-Arms used his Laser-Razor to slice the manacles from the wrists of Lizard Man. "Many thanks to Man-At-Arms," the reptilian hero exclaimed. "Don't thank me yet," replied Duncan as he aimed his blaster in the direction of the aerial battle. Impossibly, Sky High pulled his Sky Sled into a near-vertical ascent. Seeing the opening, Man-At-Arms fired on Tri-Klops, who careened into the stinking mud with Beast Man and Zuva-Rex. "Those three are exactly where they belong," Man-At-Arms remarked as he and Lizard Man made their way down to the Battle Ram. Victorious, the three heroes returned to Eternos just as the sun began to rise.

BACKGROUND The Battle Ram was the very first vehicle released in the vintage Masters of the Universe toyline. The front of the vehicle, known as the "Sky Sled," was detachable. For MOTUC, Mattel opted to release the front portion of the Battle Ram by itself. Re-dubbed the "Jet Sled," the vehicle came boxed together with the action figure Sky High.

VINTAGE VAULT The vintage Sky Sled is shown below, still attached to the Battle Ram. The vintage Battle Ram was released in the first wave of the original toyline in 1982.



MOTUC #125B • AFFILIATION None • SUBSCRIPTION N/A • PRICE $50
ORIGINAL RELEASE MattyCollector.com (September 15, 2013) • RELEASE TYPE Boxed Figure and Vehicle

SINGLE SEATER The Jet Sled was designed to accommodate one rider. While the vintage sled featured slots for the figure's hands, the MOTUC version sported actual handles that could be gripped.

FLIGHT STAND While the Jet Sled did not come with a flight stand, there was a socket at the base of the sled that could plug into the Wind Raider stand. Some of the surfaces of the Jet Sled didn't quite jibe with the shape of the ring around the plug on the stand, so the fit was not perfect.

TAKE TWO A second, "evil" version of the Jet Sled was included with the MOTUC version of the Battle Ram, released in 2014.

TRIVIA

Unlike the Wind Raider, the Jet Sled featured no moving parts.

Sky High with Jet Sled was the first figure/vehicle combo released in MOTUC. The only previous vehicle, the Wind Raider, had not included a figure. All future MOTUC vehicles (the Battle Ram, Point Dread, and Roton) would also include figures.

The official bio for the Jet Sled (dubbed "Sky Sled — Heroic High-Speed Flyer") was revealed on He-Man.org on February 10, 2020.

The vintage Sky Sled relied heavily on stickers for its coloring and details, but all of these stickers were converted into raised reliefs with paint detailing for the MOTUC version. The panels and bolts were raised, and all of the control knobs were sculpted details. The MOTUC version also incorporated some of the lower blasters that were seen in the vintage box art, but were not on the toy in the final design.

PLUG AND PLAY The "evil" Jet Sled could be detached from the Battle Ram and replaced with the original "heroic" Jet Sled. Note that the original Jet Sled sported a "griffin" head, while the version that came with the Battle Ram had a head that was distinctly serpent-like. In fact, the Battle Ram's Jet Sled was a 100% re-use of the existing Jet Sled's tooling with the exception of the head.

MANTENNA

Evil Spy with the Pop-Out Eyes!

REAL NAME Glieeb-Tolio Jak-Us **BIO** A Rebrunk Nurus from Phelibio IX, Mantenna has the frightening ability to see and hear over great distances with his highly sensitive ears and periscope screnners. He can do more than just see with those wide eyes, he can fire a variety of horrible beams from them as well including paralysis beams, stun beams and laser waves. Mantenna is also an agile scout and often goes out well ahead of his Horde companions to make sure their way is clear for meandering, pillaging and the like. Since he is no slouch in the combat area either Mantenna rarely needs assistance on his scouting missions. He uses his antenna eyes to spy on the enemy!

VINTAGE VAULT The vintage Mantenna figure was released in the original toyline's fourth wave in 1985. Moving a lever on the figure's back would cause his eyes to extend from his head. The figure came armed with a gray Horde crossbow.

UPDATED The MOTUC version of Mantenna took the majority of its design cues from the vintage action figure. The most noteworthy deviations were the eyes (which were white, blue and bloodshot on the original figure, but yellow like the character's Filmation MOTU cartoon appearance on the MOTUC figure) and the white teeth surrounding the mouth. Some versions of the vintage Mantenna had solid black boots, while others sported painted red bats; the MOTUC version's boots had the red bats.

ACCESSORIES

GALLERY

MOTUC #126 • AFFILIATION The Evil Horde **• SUBSCRIPTION** Club Eternia 2013 **• PRICE** $25
ORIGINAL FIGURE RELEASE MattyCollector.com (October 15, 2013) **• RELEASE TYPE** Carded Figure

THE EYES HAVE IT The vintage Mantenna figure featured a lever on its back which, when raised, would cause his eyes to pop out of his head on stalks. The MOTUC figure of the character lacked this action feature. Instead, his regular eyes could be removed and replaced with a second set of "pop-out" eyes. In order for the eyes to be switched, first his mouth had to be removed.

LEG ROOM While the vintage Mantenna figure was designed to appear as if he had four legs, his two right and two left legs were actually molded together. The MOTUC figure was given four independent, fully articulated legs.

CROSSBOW Mantenna's crossbow was uniquely styled to resemble the vintage version and yet be different from the crossbows carried by Hordak, Leech, and Grizzlor.

TRIVIA

The following copy was written for Mantenna's sales page on MattyCollector.com: "Mantenna may not always see eye-to-eye with Hordak, but he never loses sight of the objective… to destroy his enemies! The final member of the original 1985 Horde, this fan-demanded figure features an almost completely new sculpt. Mantenna includes interchangeable pop-in and pop-out eyes to recreate the vintage action feature, and four fully articulated legs."

With the exception of his hands, Mantenna was a 100% newly-sculpted figure.

The back of the figure's mailer box featured printed instructions for swapping the eyes.

Mantenna's legs were unusual in MOTUC in that the knees were ball-jointed, allowing them to rotate as well as bend. Parts of Mantenna's legs would be used again for the Modulok figure.

Featured on Mantenna's cardback were Hurricane Hordak, Leech, Catra, Grizzlor, and Mosquitor.

LORD DACTUS

Heroic Bat Warrior

REAL NAME Dactus of Spelea **BIO** Heroic leader of the bat-like Speleans who live underground in Subternia, Dactus waged a long war against his former ally Ceratus for possession of Hollow Eternia. After a series of attacks by Skeletor and King Hssss, Dactus was convinced by King Randor to put aside his differences with the Caligars and work together as members of his new Eternian Council. A born warrior, he often leaves his diplomatic duties to fight on the battlefield as a Master of the Universe. During one adventure he traveled with Chief Carnivus and Clamp Champ to free Princess Vess from Skeletor's clutches. Dactus' massive wings and sharp fangs give him a frightening appearance which he uses to scare off and then attack the evil warriors.

ACCESSORIES

CARTOON CORNER

Lord Dactus was a character created for the 2002 MYP MOTU cartoon. He debuted in the episode "Underworld" and subsequently appeared in three more episodes. His name was spelled "Dactys" in the cartoon's credits.

MOTUC #127 • AFFILIATION Eternian Council **• SUBSCRIPTION** Club Eternia 2013 **• PRICE** $25
ORIGINAL FIGURE RELEASE MattyCollector.com (October 15, 2013) **• RELEASE TYPE** Carded Figure

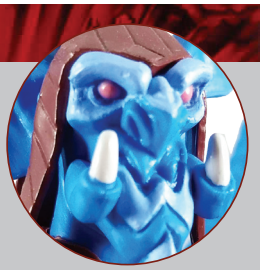
EN GARDE Lord Dactus' only accessory was his sword, which was based on the weapon he carried in his debut cartoon appearance.

WING MAN Lord Dactus' wings first appeared with the Draego-Man figure, and were subsequently used again with Granamyr. The wings plugged into the back of Lord Dactus' armor. Since the figure was packaged with both his armor and the wings removed, some assembly was required.

STANDING TALL With his extended foot/ankle pieces and longer neck, Lord Dactus stood a full inch taller than the average MOTUC figure.

ALTERNATE VIEWS Lord Dactus utilized Whiplash's upper legs, Skeletor's boot tops and forearms, King Hssss' shoulders, Mosquitor's biceps, Draego-Man's wings, and the standard male torso. His armor, hands, feet, shorts, and head were newly sculpted parts.

TRIVIA



The following copy was written for Lord Dactus' sales page on MattyCollector.com: "This winged warrior isn't just hanging around the caves of Spelea feeling blue, he's ready to fly into action to defend Eternia. The fully articulated Lord Dactus figure features giant bat wings and comes with removable armor. He can hold his ancestral weapon, the Sword of Ke-dik, in his clawed hands."

Lord Dactus' shoulder armor was attached to his chest armor, but was designed not to hinder the articulation of his arms and shoulders. The figure's tail was attached to the back of his shorts and was not articulated.

Lord Dactus was the only character originally created for the 2002 MYP MOTU cartoon to be given an action figure in MOTUC in 2013, and the first one since Dekker was released in November of 2012.

Featured on Lord Dactus' cardback were Mantenna, Clawful, Shadow Weaver, Whiplash, and Mosquitor.

NEPTHU
Wicked Sun Sorcerer

ACCESSORIES

REAL NAME Nepthu Sencri **BIO** A devoted servant to Count Marzo, Nepthu was devastated when his master was transformed into a powerless old man and vowed revenge. Without magical ability of his own, he spent years scouring the Sands of Fire and Sands of Time until he was also an old man. Nepthu eventually found the Temple of the Sun and within it the Sun Scarab and was transformed into a young wizard with a fervent desire to control the universe. His scarab was destroyed by He-Man, leaving him powerless, but he transformed once more when he pledged his devotion to King Hssss during the Second Ultimate Battleground. Nepthu has powerful magical abilities that include freezing energy blasts as well as the ability to block telepathy and create an entire army made out of sand.

CARTOON CORNER Nepthu was a character created for the Filmation MOTU cartoon, making his debut in the episode "The Temple of the Sun" in the series' first season. He never made any appearances in any subsequent episodes. Nepthu was the fourth of six figures in the 2013 Club Filmation subscription.

FOR THE BIRDS One of Nepthu's accessories was a figure of Zoar the falcon, cast in clear plastic. This accessory was based on the episode "The Temple of the Sun," where Nepthu used his powers to turn Zoar into crystal.

ALTERNATE VIEWS Nepthu utilized the standard male torso, shoulders, firearms, right hand, and upper legs, as well as Bow's boots and Count Marzo's left hand.

MOTUC #128 • AFFILIATION The Snake Men • SUBSCRIPTION Club Filmation 2013 • PRICE $25
ORIGINAL FIGURE RELEASE MattyCollector.com (October 15, 2013) • RELEASE TYPE Carded Figure

ABRA CADABRA Nepthu's Sun Scarab accessory was based on the magical relic he obtained in his single animated appearance. An official bio for the Sun Scarab was revealed on He-Man.org on July 27, 2020.

COLLAR Nepthu's collar was a separately-sculpted piece and was removable.

GALLERY

SUN SCARAB

Powerful Talisman from Ancient Eternia

The Sun Scarab is a sacred artifact created by the mystic Kartan, who used its many arcane powers to combat the early barbarian Sorcerer Kings and would-be usurpers such as the immortal Queen Iandir, evil ruler of the Eternian north. Among its remarkable abilities, the Sun Scarab can physically transform the one who wields it into a powerful warrior-mage. Before he entered "the ceaseless sleep," Kartan ordered his servants to hide the Scarab in the Temple of the Sun. Eons later, the villainous Nepthu uncovered the artifact and used it to wreak havoc until He-Man stopped him by destroying it. Desperate to regain his empowered form, Nepthu turned to King Hssss, who restored the relic in exchange for Nepthu's loyalty. During the Second Ultimate Battleground, Kartan's former priest Wrap Trap dimly recognized the Sun Scarab in Nepthu's hand. Slowly shambling until he was close enough to grab Nepthu by the throat, the mummy snatched the Scarab and instantly gained a twisted, corrupt sentience and free will. Later, Wrap Trap malevolently employed both the Sun Scarab and the Netherworld Scroll against the forces of good.

TRIVIA

The following copy was written for Nepthu's sales page on MattyCollector.com: "Is there such a thing as 'pthu wicked? Being bad is a day at the beach for this malevolent magician, but he doesn't just build sand castles, he builds entire sand armies to do his evil bidding. This Filmation figure can hold his sinister sun scarab Ankh in his hand, and he comes with a clear plastic Zoar the Falcon."

The worthiness of Nepthu's inclusion in Masters of the Universe Classics caused much debate among collectors, as did his placid facial expression, which did not match up with his more menacing look from the cartoon.

This was the fourth time Zoar received a figure in MOTUC, but the first time the standard, articulated bird mold was not used. The "crystal" version of Zoar had no articulation and did not come with a stand.

Featured on Nepthu's cardback were Count Marzo, Jitsu, the Sorceress, Ram Man, and Roboto.

WEAPONS PAK

End of Wars Assortment

BIO When Shadow Weaver created the Crimson Crystal by corrupting one of the mystic stones stolen from Crystal Castle by Octavia and her army of purple octopus women, she was able to use it to make a secret alliance with Evil-Lyn. Together they created a stable bridge from Etheria to Eternia, giving Hordak the means to return there to finally seize Castle Grayskull. When Scrollos intervened to warn She-Ra and the Rebels of Etheria, the great End of Wars began as the Rebels launched a full out assault on the Fright Zone in order to prevent Hordak's army from invading Eternia. While many forces, including the Trolls of Spikeheart, the Kingdom of the Snows, and even the Merfolk of Salineas joined the Rebels, Hordak successfully launched his warships. Once his remaining forces retreated to Horror Hall, Etheria was free, but She-Ra had to stop her old foe. She asked no more of her fellow rebels, yet many Etherians insisted on going with her to carry on the fight against Hordak's tyranny.

NETOSSA'S SWORD Among the newly sculpted pieces was Netossa's sword, which was originally planned for release with the figure itself but was cut for budgetary reasons. The blue sword featured a blue "gem" made of semi-translucent plastic in the hilt.

STROBO'S GUN This gun, which was cut from the original figure for budgetary reasons, was finally included here.

SIR LASER-LOT WEAPONS IN SILVER Sir Laser Lot's sword, mace, and shield were included in silver plastic (with black handles for the sword and mace). Many collectors considered these to be "powered-down" versions of the Laser-Lot weapons.

HE-MAN'S SWORD, SHIELD, AND AXE IN GREEN All three of these pieces were the standard He-Man weapons recast in bright green (with gold accents for the shield). There did not seem to be any specific reason why these weapons in these colors were included.

MOTUC #129 • AFFILIATION N/A • SUBSCRIPTION N/A • PRICE $20 • ORIGINAL RELEASE MattyCollector.com (October 15, 2013) • RELEASE TYPE Carded Accessories

SHORT AXE, LONG AXE, MACE AND SHIELD The long axe, shield, and mace (from the Eternian Palace Guards), and the short axe (from Buzz-Off) were included in gold. It is possible that these weapons were included in the pack as accessories for Granamyr, since they were all pictured among the dragon's treasures in the artwork on his packaging.

KOWL This "weapons" pack included a figure of She-Ra's friend Kowl. Featuring three points of articulation, Kowl was colored to match his vintage toy.

TRAP JAW'S HOOK, GUN, AND CLAW IN SILVER Trap Jaw's hook, gun, and claw, cast in silver plastic, were included for use with Roboto.

RATTLOR ARMOR Among the newly sculpted pieces was Rattlor's armor. Based on the character's design from the 200x MOTU cartoon (and subsequent action figure), the armor was cut from the original figure's release for budgetary reasons, but was finally included here.

HURRICANE HORDAK'S ATTACHMENTS IN BLACK Hurricane Hordak's three spinning attachments, cast in black plastic, were included for use with Trap Jaw.

TRIVIA

The first and second Weapons Paks (released in April and November of 2010, respectively) contained 19 pieces, all of them re-releases of previously existing accessories in new colors, while the third Weapons Pak (released in October of 2012), contained 16 pieces, of which seven were completely new. The fourth and final Weapons Pak (End of Wars Assortment) contained more than any of the previous packs with 20 total pieces, of which four were completely new. This Weapons Pak was also noteworthy in that it was the first one to contain a previously-unreleased character.

A second version of Kowl, in his cartoon colors, would be re-released in a two-pack with Loo-Kee in 2014.

The Weapons Pak did not feature any kind of "bio" on the back of the packaging. Instead, an official bio for "End of Wars Weapons Pak — Victory of the Great Rebellion" was revealed on He-Man.org on December 30, 2019.

Featured on the Weapons Pak cardback were The Mighty Spector, King He-Man, the Horde Troopers (with a "coming soon" burst), Strobo, Sir Laser-Lot, and Horde Prime.

HORDE TROOPERS

Evil Mechanical Enforcers of Hordak

ACCESSORIES

REAL NAME Horde Drones Serial Numbers 2549 and 3849 **BIO** In his factories on Etheria and later Eternia, Hordak mass produces countless robot enforcers. Each is dressed in armor similar to the foot soldiers of his home planet Horde World. Linked to a central computer brain, Horde Troopers can be programmed to follow any evil command they are given. With the robotic strength to overpower all enemies of his empire, Hordak's troopers are more than a match for most enemies. On command from their master, the vicious troopers attack heroic warriors until He-Man lands a powerful punch causing them to fall apart!

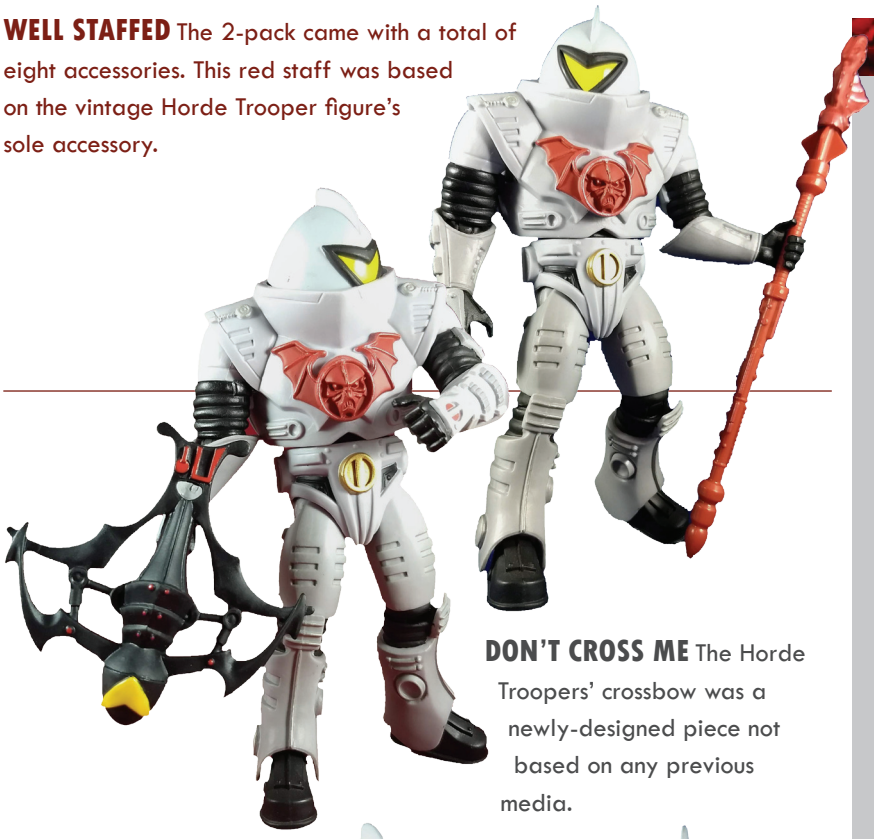
VINTAGE VAULT The vintage Horde Trooper figure was released in the original toyline's fifth wave in 1986. The figure, which came armed with a red "tech spear," would fall apart when the button on its chest was pressed.

SUPER TROOPER The vintage Horde Trooper was released as a single-carded figure with a red staff (or "tech spear") as his only accessory. For Masters of the Universe Classics, the figure was released as an army-builder two-pack and included two staves, two crossbows, two batons, and two shields.

MIS-MATCHED While the two Horde Troopers shared the same mold, they were not identical. One had a clean paint job, while the other one was "battle damaged," featuring blast burns on its head and collar.

MOTUC #130 • AFFILIATION The Evil Horde **• SUBSCRIPTION** Club Eternia 2013 **• PRICE** $50
ORIGINAL FIGURE RELEASE MattyCollector.com (October 15, 2013) **• RELEASE TYPE** Figure Two-Pack

WELL STAFFED The 2-pack came with a total of eight accessories. This red staff was based on the vintage Horde Trooper figure's sole accessory.



DON'T CROSS ME The Horde Troopers' crossbow was a newly-designed piece not based on any previous media.

TRIVIA

The Horde Troopers were the third army builder two-pack released in MOTUC, following the Eternian Palace Guards and the Snake Men.

With many collectors wanting to build a Horde Trooper army, this original two-pack sold out quickly, leaving many fans empty-handed. In 2017, a single-carded version of the Trooper was issued to help meet the demand. Featuring a slightly brighter paint deco (sans battle damage), this version of the Trooper came with a single crossbow, staff, baton and shield, as well as a sheet of battle-damage stickers that originally came with the Hover Robots.

Featured on the Horde Troopers' cardback were Horde Prime, Grizzlor, Catra, and the Spirit of Hordak.

SHIELD ME The shield and baton accessories were based on weapons used by Horde Troopers in the Filmation POP cartoon.

ALTERNATE VIEWS The Horde Troopers were made up of 100% all-new sculpting. Many of the Horde Troopers' parts would be re-used for the General Sundar, Flogg, and Multi-Bot figures.

HEADS WILL ROLL The General Sundar figure, which was released in late 2016, came packaged with three additional heads for the Horde Troopers: a purple demon head (inspired by the Horde Troopers' appearance in DC Comics), Navy Scuba head, and Eternian Invasion head, the latter two of which were inspired by the Filmation POP cartoon.

GELDOR

Evil Barbarian Obsessed with Immortality

REAL NAME Geldor III **BIO** The ruler of Foodar in the Dark Hemisphere, Geldor became obsessed with finding a way to extend his life after his wife was killed by a dragon attack. He began laying siege to other kingdoms in his ongoing search. One such attack led Geldor to kidnap Torgul, Grand Vizier of Vaderia in order to locate the mythical Secret Liquid of Life. Vaderia's heroic Prince Dakon sought the help of He-Man and the Masters of the Universe. Together, they confronted Geldor in a stronghold in Ogre Mountain. During the battle, the liquid was spilled and a great Life Tree rose up, apparently swallowing Geldor in the process. Months later, Geldor returned, merged with the magic of the tree and now more powerful than ever. Geldor brings terror to all who get in the way of his quest for eternal life!

ACCESSORIES

COMIC CORNER Geldor made his debut in the vintage mini-comic "The Secret Liquid of Life!", where he served as the story's primary villain. He never made another appearance in any other Masters of the Universe media.

ALTERNATE VIEWS Geldor utilized the standard male torso, shoulders, biceps, hands, and upper legs, along with Hordak's gloves and Keldor's feet. His head, shorts, and boot tops were newly sculpted parts.

MOTUC #131 • AFFILIATION None • SUBSCRIPTION Club Eternia 2013 • PRICE $25
ORIGINAL FIGURE RELEASE MattyCollector.com (November 15, 2013) • RELEASE TYPE Carded Figure

AXE TO GRIND Geldor's two accessories came directly from his single mini-comic appearance. The first was his giant axe, which he could be seen wielding on the front cover of the comic.

CARE FOR A DRINK? Geldor's second accessory was a small drinking glass that, in the mini-comic, contained the coveted Secret Liquid of Life. The official bio for the Secret Liquid of Life can be found on page 598.

GALLERY

STUCK ON YOU Fans who bought Geldor from MattyCollector.com were treated to a bonus sheet of faction stickers. These stickers could be applied to the card bubbles of figures that shipped at a time before Mattel began applying faction stickers to all figures in the line. The eleven stickers represented He-Ro: Son of He-Man (3), the Snake Men (2), the Powers of Grayskull (2), the Galactic Protectors, the Evil Horde (3), and the Space Mutants.

TRIVIA

The following copy was written for Geldor's sales page on MattyCollector.com: "Eternal Life? He'll drink to that! We pity the fool who gets in the way of this wicked warrior and his unquenchable thirst to live forever. Voted the 2013 fan's choice by subscribers, this figure arrives straight from the vintage mini comic 'Secret Liquid of Life!' Along with a sheet of team stickers to customize figure packages (Evil Horde, Galactic Protectors, He-Ro, Grayskull, Snake Men, Space Mutants), he arrives with his battle axe, a glass of magic 'liquid,' and a very impressive mohawk."

In 2012, Mattel offered MOTUC subscribers a chance to vote on a figure that would appear in the 2013 subscription. The options were Crash Landing Marlena, Cloak & Dagger Evil-Lyn, "Mini-Comic" Trap-Jaw, Illumina, Songster, Camo Kobra Khan, the green Masks of Power demon, and Geldor. Geldor won the poll.

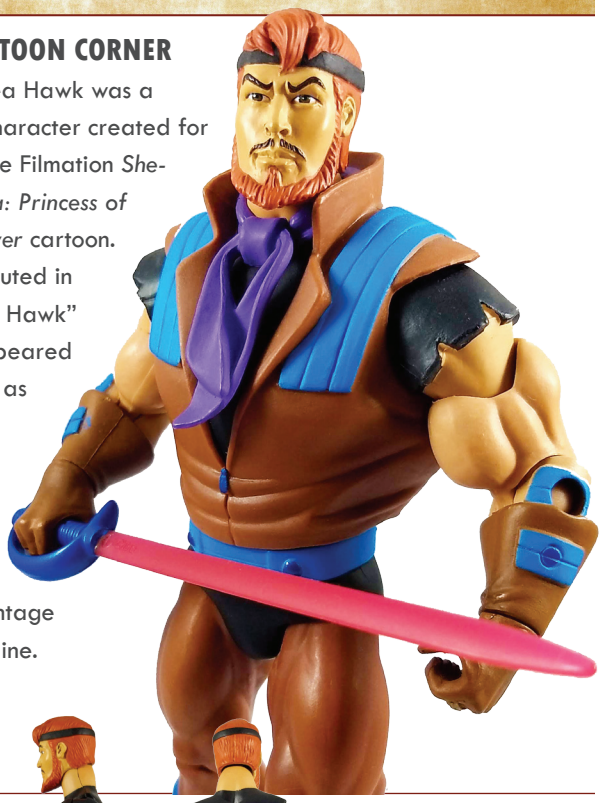
Featured on Geldor's cardback were Fisto, Skeletor, Zodac, King Randor (Eternos Palace), and He-Man.

SEA HAWK
Heroic Etherian Pirate

REAL NAME Captain Jeoff Blithe **BIO** Son of the legendary Captain Falcon, Sea Hawk is a commander of the Solar Sailor crew and a pirate without peer. Whereas his father was in indisputably good man with a kind heart who stole gold from the Horde to give to the poor, Sea Hawk grew up to be decidedly greedy and shameless. He worked as a "hired ship," transporting cargo for the Horde, until Adora convinced him to aid the rebellion and choose freedom over money. While shipwrecked on a magical island, Sea Hawk found his long lost father who bestowed upon his son an armament of mystical weapons to aid him in his quest to overthrow the Horde Empire. Sea Hawk is now a magically armed hero fighting against the Evil Horde!

CARTOON CORNER

Sea Hawk was a character created for the Filmation *She-Ra: Princess of Power* cartoon. He debuted in the episode "The Sea Hawk" and subsequently appeared in five more episodes as well as making an appearance in *He-Man and She-Ra: A Christmas Special*. He never received an action figure in the vintage Princess of Power toyline.



ACCESSORIES

ALTERNATE VIEWS

Sea Hawk utilized the standard male torso, biceps, right hand, and upper legs, as well as Keldor's feet. His head, shoulders, left hand, shorts, and boots were newly sculpted pieces.

MOTUC #132 • AFFILIATION The Great Rebellion **• SUBSCRIPTION** Club Filmation 2013 **• PRICE** $25
ORIGINAL FIGURE RELEASE MattyCollector.com (November 15, 2013) **• RELEASE TYPE** Carded Figure

EN GARDE In the Filmation POP cartoon, Sea Hawk's laser cutlass had a yellow blade throughout the series; it was his father, the Falcon, that actually used the red-bladed sword with the rounded handle that the figure came with.

SHIELD ME The Falcon also had a ring that generated the yellow hard-light shield that was included with Sea Hawk and clipped onto his arm. Both the sword and shield accessories were made from semi-translucent plastic.

BLING Sea Hawk was given a newly-sculpted left hand bearing the ring that generated his hard-light shield.

GALLERY

TRIVIA

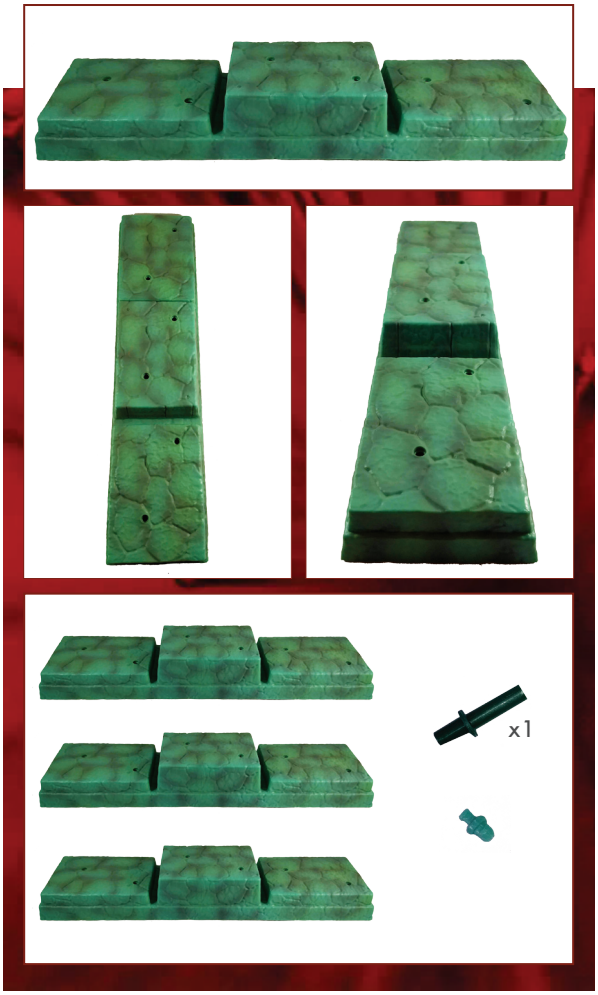
The following copy was written for Sea Hawk's sales page on MattyCollector.com: "This seaworthy swashbuckler had his freedom, but not his pride until Princess Adora set him straight. Now Sea Hawk fights alongside She-Ra for the honor of Grayskull! This sub-exclusive Filmation figure comes with red-bladed sword, yellow shield, and removable vest."

Sea Hawk was the fifth of six figures in the Club Filmation subscription. Sea Hawk was noteworthy in that he was the only heroic character released in the subscription, the only character from the Filmation POP cartoon, and also the only one to make more than just a single cartoon appearance.

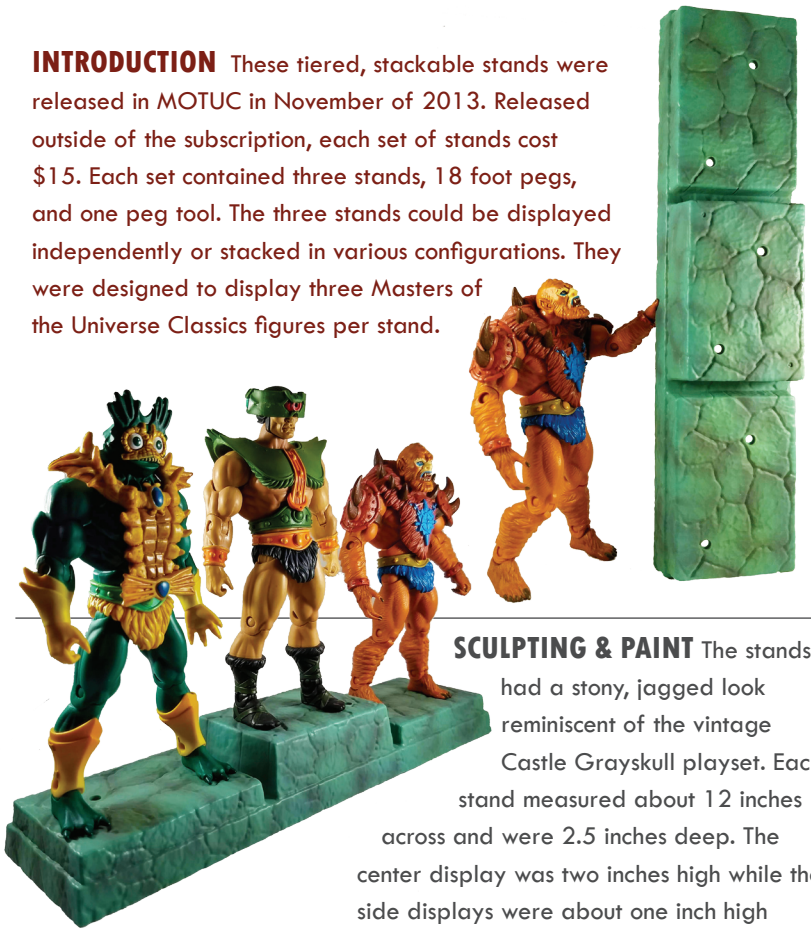
Many collectors complained about the fit of Sea Hawk's vest, which protruded at the sides, making it impossible to put the figure's arms down at his side.

Featured on Sea Hawk's cardback were Adora, Catra, Netossa, She-Ra, and Frosta.

STACKABLE STANDS



INTRODUCTION These tiered, stackable stands were released in MOTUC in November of 2013. Released outside of the subscription, each set of stands cost $15. Each set contained three stands, 18 foot pegs, and one peg tool. The three stands could be displayed independently or stacked in various configurations. They were designed to display three Masters of the Universe Classics figures per stand.



SCULPTING & PAINT The stands had a stony, jagged look reminiscent of the vintage Castle Grayskull playset. Each stand measured about 12 inches across and were 2.5 inches deep. The center display was two inches high while the side displays were about one inch high

TRY THESE COMBINATIONS! The back of the Stackable Stands' packaging featured black and white illustrations showcasing three possible display options for the stands. The option shown at left is a single stand displayed independently with three figures. Organizing each stand independently allowed for nine figures to be displayed on a set of stands at once.

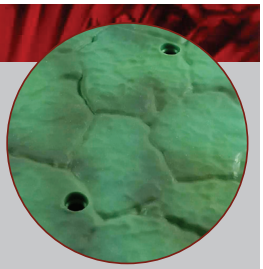
MOTUC #133 • AFFILIATION N/A • SUBSCRIPTION N/A • PRICE $15
• ORIGINAL RELEASE MattyCollector.com (November 15, 2013) • RELEASE TYPE Boxed Figure Stands

ASSEMBLY There were 18 small pegs included, and a tool to insert them into the stands. The stands themselves had six holes each (two per level).

The fit on both the bottom of the foot and on the stand was tight, but the posts were not solid pieces. Instead, they were split so that they were easier to insert and then stay firmly in place.

Both the pegs and the peg tool were identical to the pieces that shipped with the previously-released Castle Grayskull Stands and Snake Mountain Stands.

TRIVIA



The following copy was written for the Stackable Stands' sales page on MattyCollector.com: "In every collection, there are some figures that deserve to rise a little higher than others. These all-new stackable stands are tiered to let you display your MOTUC figures on different levels. They come three in a box with removable pegs and a peg tool, and are finished to resemble Castle Grayskull textures. Who gets the top level? That's up to you!"

DISPLAY OPTIONS

6 across

3 up

7 across

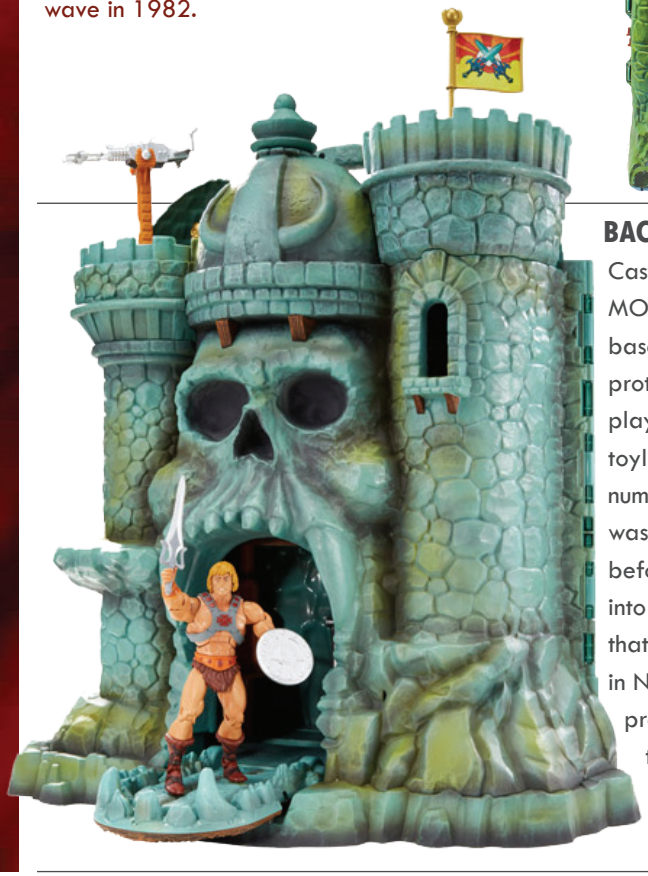
Two rows

CASTLE GRAYSKULL

Fortress of Mystery and Power for He-Man and His Foes

BIO Long ago, in the ages past the Great Wars the Cosmic Warrior He-Ro joined forces with King Grayskull. Their combined might became a beacon of hope, bringing together the greatest warriors from across Preternia. Together, this band of warriors became the first Masters of the Universe, fighting against the Horde and Snake Men invaders. Heroically sacrificing himself to save King Grayskull's life, He-Ro passed his magical sword to the King, ensuring only those with great strength, courage, wisdom and compassion would wield the Sword of He. To safeguard the sword's power source and protect the kingdom, King Grayskull ordered a great fortress erected. With the help of the giants, this mighty fortress was constructed first from a single enchanted stone, which was sculpted into a giant Power Skull. Later, towers and walls were erected around the Skull Stone and the fortress was protected by the magic of the Elders. After the King's death, his fortress would remain, fading from memory into legend, but always protecting the hidden Power of the Universe and the secrets of Eternia from evil.

VINTAGE VAULT The vintage Castle Grayskull playset was released in the original toyline's first wave in 1982.



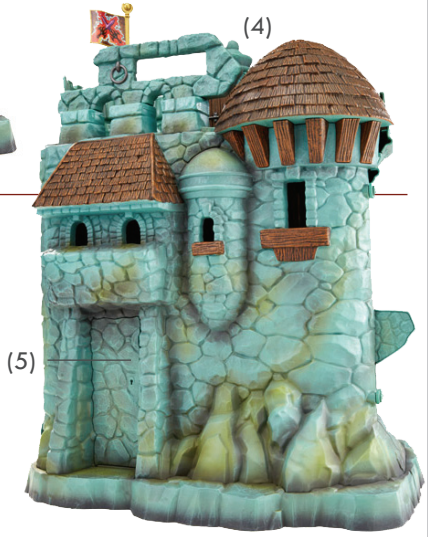
BACKGROUND

Castle Grayskull was MOTUC's first playset, based largely on the prototype for the iconic playset from the vintage toyline. A minimum number of preorders was required by Mattel before the set went into production. When that number was met in November of 2012, production began, with the playset shipping to buyers one year later.

ACCESSORIES

MOTUC #134 • AFFILIATION The Heroic Warriors • SUBSCRIPTION N/A • PRICE $300
ORIGINAL FIGURE RELEASE MattyCollector.com (November 15, 2013) • RELEASE TYPE Boxed Playset

FRONT From the base to the tip of the minaret, the playset stood approximately 23". The front of the playset featured (1) a "jawbridge" that opened and closed (via either a hidden "stone" latch beside the door or a tiny slot to the side through which a sword could be inserted), (2) a small ledge beside a hidden entry, and (3) a window to the second floor.



BACK A view of the back of the playset revealed several additional windows, (4) an optional handle for carrying, and (5) another hidden entryway with a keyhole that fit the key that came with the Scareglow figure. It should be noted that once the handle was attached to the castle, it could not be removed again.

PACKAGING The playset's packaging (*below*) showcased new art by Rudy Obrero, the artist who created the original Castle Grayskull box art (as well as the MOTUC Wind Raider and Granamyr box art).

TRIVIA

The playset was approximately 18" wide and 11.5" deep when closed. The Jawbridge was approximately 8" tall.

The vintage castle came with a weapons rack. The MOTUC Castle Grayskull did not include this piece since it had already been released separately prior to Castle Grayskull.

Prior to its release, fans were allowed to vote on which characters should appear on Castle Grayskull's box art. The winning line-up included Mer-Man, Trap Jaw, Skeletor, He-Man, Teela, Man-At-Arms, Battle Cat, the Sorceress, Beast Man, and Evil-Lyn.

The back of the playset packaging featured red line art of several figures, beasts, vehicles and accessories previously released in MOTUC.

Castle Grayskull cost $250 (plus shipping) to those who preordered the playset. It then retailed for $300 when released for general sale.

CASTLE GRAYSKULL
(continued)

STEP INSIDE Just like the vintage playset, MOTUC Castle Grayskull had a two-sided foldout design, but MOTUC Grayskull featured three levels of play instead of just two.

MONITOR DUTY The computer panel (1), which was just a cardboard illustration in the vintage playset, was a fully sculpted piece for the MOTUC version of the playset.

GOING UP? The playset featured a working elevator (2) like the vintage toy, able to make a stop on all three levels.

FLOOR SPACE Once the castle was opened, four separate panels could be snapped in place to give the castle a proper floor (3).

SECRET STASH A doorway under the minaret (4) revealed a tiny room that housed an orb stand. The stand was designed to hold the orb that shipped with King Grayskull 2.0.

QUEEN OF THE CASTLE The throne (5), which fit most 6.5" MOTUC figures, would open a trap door in the floor when turned, sending a figure crashing down to the first floor. There was a slot in the seat of the throne to accommodate the Sorceress' tail feathers.

IN THE SLAMMER A small jail cell (6) with opening gate was just large enough to house one figure. The floor of the cell featured an illustration of various monsters living underneath, and a single black plastic chain, attached to the jail wall, could be clipped onto a figure's wrist.

PARK IT A hole in the floor of the castle (7) was designed for the Wind Raider flight stand to be plugged in, allowing it (or the Jet Sled) to hover inside the castle.

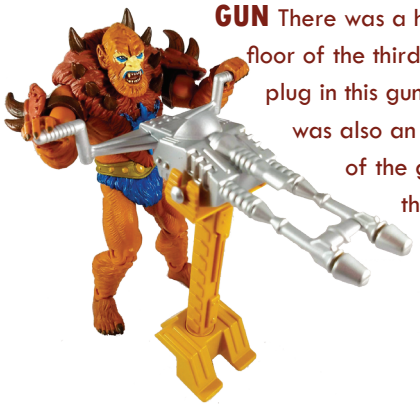
ACCESSORIES

WEAPONS The vintage Castle Grayskull came with a weapons rack and six weapons. Since the Weapons Rack had already been released in MOTUC, Mattel opted to include six different weapons with the updated Castle Grayskull, all cast in silver plastic. They included (*L-R*), the Power Sword (making its 18th appearance in MOTUC), He-Man's shield, a new gun, Man-At-Arms' pistol, a new mace, and a new axe.

FLAG This two-sided flag, which indicated whether the castle was under the control of the heroes or villains, was an update of the flag that came with the vintage playset.

TRAINER This training device, which was also included in the vintage playset, received a nicely sculpted update with the MOTUC Castle Grayskull.

JETPACK The prototype for the vintage Castle Grayskull playset included a jetpack that would clip around the waist of a MOTU action figure. This accessory was dropped before the playset was produced, but was included with the MOTUC Castle Grayskull as a nod to the vintage prototype.



GUN There was a hole in the floor of the third level to plug in this gun, which was also an update of the gun from the vintage playset.

LADDER The vintage Castle Grayskull ladder was a solid beige piece, but the updated version received a detailed sculpt with wood and metal paint detailing.

GOLD SKULLS The gold skulls at the top of the elevator could be removed and were compatible with the neck pegs of most of the MOTUC action figures.

ORB STAND This orb stand was designed to hold the orb that shipped with King Grayskull 2.0

POSTER Also included with Castle Grayskull was this poster, showcasing all MOTUC releases to date. The "bio" for this poster can be found on page 599.

PLUNDOR

Evil Rabbit Seeking Riches

REAL NAME Plundor the Spoiler **BIO** Corrupted by power and obsessed with money, Plundor is a genius inventor who travels the universe, seeking out new ways to increase his riches. When he came upon the utopian planet Draedus, Plundor used his evil machines to ravage the planet and distill its precious life force into a small vial to be sold to the highest bidder. He-Man happened upon Draedus after Skeletor erased his memory and sent him through the Crossroads of All Universes. He-Man met the planet's displaced creatures and helped return the life force back to Draedus and imprison the evil conqueror. Plundor invents flying robots and machines in his quest to become the richest being in the universe.

CARTOON CORNER Plundor was a character created for the Filmation MOTU cartoon, making his debut in the episode "Quest for He-Man" in the series' first season. The character never made any subsequent appearances in the cartoon or any other official media.

ALTERNATE VIEWS Plundor utilized Beast Man's furry torso, shoulders, biceps, and upper legs, the standard male hands, Hordak's gloves, Skeletor's boot tops, and Keldor's feet. His head was newly sculpted, as were his shorts, which were missing his fluffy tail, an oversight on Mattel's part.

ACCESSORIES

MOTUC #135 • AFFILIATION None **• SUBSCRIPTION** Club Eternia 2013 **• PRICE** $25
ORIGINAL FIGURE RELEASE MattyCollector.com (December 16, 2013) **• RELEASE TYPE** Carded Figure

< GUNS OUT As Plundor used no weapons in his lone cartoon appearance, Mattel opted to arm him with Webstor's gun in gray.

AXE TO GRIND > This axe, which was a weapon used by Skeletor in the Filmation MOTU cartoon, was included as an accessory with Plundor. The orb on the end of the axe was made from a translucent plastic.

GALLERY

TRIVIA

The following copy was written for Plundor's sales page on MattyCollector.com: "The rabbit is out of the hat… and this furry fiend is bad news. Forget the carrots, he's more interested in carats, cash, or any other valuables he can get his hands on. Straight from the classic Filmation episode 'Quest for He-Man,' this bad bunny comes with a cosmic blaster and a Filmation axe for Skeletor that's based on the episode 'Diamond Ray of Disappearance.'"

Plundor's release in December (alongside Club Filmation figure Strong-Or) brought the total number of Filmation figures released in the second half of 2013 to seven (nine for the year including March's Fang Man and June's Octavia).

In his lone cartoon appearance, Plundor was aided by several small, hovering rabbit-like robots. The Four Horsemen sculpted one of these robots as an additional accessory for Plundor, but it was cut for budgetary reasons.

Featured on Plundor's cardback were Skeletor, Beast Man, Orko, She-Ra, and He-Man.

STRONG-OR

Evil Power-Punching Warrior

ACCESSORIES

REAL NAME Dalmus Fu **BIO** Originally a worker in the photanium mines of Phantos, Dalmus lost his right arm and parts of his face when a mechanical press folder malfunctioned. Desiring to become a super strong menace, the master metal-worker stole large amounts of photanium, the strongest metal in the universe, from the mines and created a new face and telescoping arm. After Strong-Or's thievery was discovered, Queen Elmora banished him from her kingdom. Years later, he returned with Skeletor to invade the photanium mines, but when He-Man freed Queen Elmora from Skeletor's influence, Strong-Or was forced out of Phantos once again. Strong-Or, nicknamed "Strong Arm" by his foes, has a powerful punch that extends great distances and is nearly as strong as He-Man.

CARTOON CORNER Strong-Or (or Strongarm as he was named in the cartoon) was a character created for the Filmation MOTU animated series. He debuted in the season one episode "She-Demon of Phantos," where he served as one of Skeletor's Evil Warriors. He never appeared again in the series.

GUNS OUT The ray gun that came with Strong-Or was actually an Inter-Dimensional Transport Ray which was used by Evil-Lyn in the episode "Teela's Triumph." This is noteworthy because Strong-Or did not appear in this episode at all. (The sales copy for this figure incorrectly called the gun a shrinking ray.)

MOTUC #136 • AFFILIATION Evil Warriors **• SUBSCRIPTION** Club Filmation 2013 **• PRICE** $25
ORIGINAL FIGURE RELEASE MattyCollector.com (December 16, 2013) **• RELEASE TYPE** Carded Figure

ALTERNATE VIEWS

Strong-Or utilized the standard male torso, shoulders, left bicep, left hand, and upper legs, along with Hordak's left glove and Bow's feet. All other pieces were newly sculpted.

LONG ARM OF THE LAW One of Strong-Or's powers, as revealed in his single cartoon appearance, was the ability to stretch his mechanical arm. To replicate this ability with the MOTUC figure, Strong-Or came with two swappable right arms, one short and one long.

GALLERY

TRIVIA

The following copy was written for Strong-Or's sales page on MattyCollector.com: "Phony photanium from Phantos? Sounds like a Strong-Or scheme! This fan-demanded figure is a mighty master of metals with a powerful punch. From the episode 'She-Demon of Phantos,' the final figure in our Filmation line comes with two interchangeable arms to recreate his super stretching powers and the shrinking ray used by Skeletor."

Strong-Or was the sixth and final figure in the Club Filmation subscription.

The copyright for the name "Strongarm" was held by Hasbro at the time of this figure's release, as there is a Transformers character by that name. As such, Mattel had to use the name "Strong-Or" on this figure's packaging, although his bio did make reference to his "nickname" Strongarm.

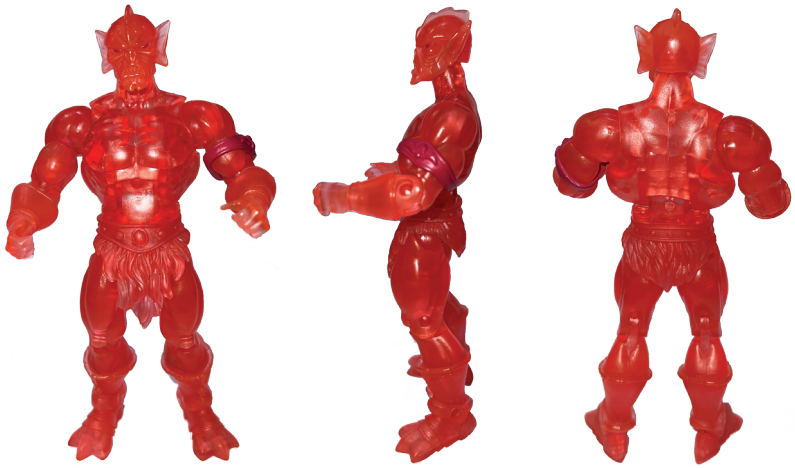
Featured on Strong-Or's cardback were Man-At-Arms, Stratos, Teela, He-Man, Fang Man, and Trap Jaw.

HORDAK
Spirit

ACCESSORIES

REAL NAME Hek-Tor Kur **BIO** While trapped in the dark dimension of Despondos, Hordak discovered the power to project his spirit back to Eternia. In this form, he made contact with the banished Prince Keldor. Through dark magic and manipulation, Hordak was able to entice Keldor to forsake his birthright and become an Overlord of Evil. He taught Keldor the ways of black magic and eventually, in return for Keldor's promise to release him from Despondos, saved Keldor's life by merging him with a powerful demon. In his Spirit form, Hordak projects his essence to Eternia, turning Keldor to the side of evil.

CHASE ME! The Spirit of Hordak was a "chase" figure in 2013 — meaning that he would sporadically and unexpectedly show up for sale on MattyCollector.com throughout 2013, and then disappear again. This version of Hordak was based on his appearance in the MOTUC mini-comic "The Origin of Skeletor" that came with the Club Eternia 2013 exclusive King He-Man.



SAME AS The Spirit of Hordak was a 100% re-use of the original Hordak figure's parts, only made out of a translucent red plastic. He had minimal paint work on his eyes, his arm band and the Horde emblem on his armor.

MOTUC #137 • AFFILIATION The Evil Horde • SUBSCRIPTION N/A • PRICE $25
ORIGINAL FIGURE RELEASE MattyCollector.com (2013) • RELEASE TYPE Carded Chase Figure

CROSSBOW While the vintage Hordak came with a white crossbow, the original MOTUC Hordak figure came with a dark gray/silver one, causing many collectors to cry foul. Mattel remedied this omission by finally including a white crossbow with the Spirit of Hordak figure.

LOYALTIES As with the original Hordak figure, the Spirit of Hordak came wearing a Horde Arm band, this time in red instead of black.

SHINE A LIGHT ON ME Almost all of the figure was made from semi-translucent red plastic, allowing light to pass through.

GALLERY

TRIVIA

Like the original Hordak figure, Spirit of Hordak's cape and cowl were one piece. His armor, arm band, and cape/cowl were all removable.

Another white crossbow would be released with "Buzz Saw" Hordak in 2015.

This was the third Hordak figure released in MOTUC (following the original Hordak and Hurricane Hordak figures). A total of six Hordak figures were released in MOTUC. (The other three being the blue "Filmation repaint" Hordak, "Buzz Saw" Hordak, and Club Grayskull Hordak.)

Spirit of Hordak was the first of four "chase" figures released in MOTUC. He was followed by the Spirit of King Grayskull, Kowl/Loo-Kee, and Anti-Eternia He-Man.

Featured on Hordak (Spirit)'s cardback were Hordak (original version), Shadow Weaver, Keldor, Horde Prime, and Grizzlor.

STANDOR
Cosmic Creator of Power

ACCESSORIES

NONE

REAL NAME Standor **BIO** Before time began, the great Gods of the multiverse convened in the Hall of Power to create all that was and all that will ever be. Head architect of this great task was Standor. A cosmic being of unlimited imagination, Standor helped lead his fellow deities by fueling their energies with raw creative force. After creation was complete, it was Standor's magic that cast the Aura of the Gods across the universe as a wave of power, giving rise to all forms of life and intelligence. With his infinite energy, Standor reaches out into the cosmos and across the dimensional gateways to power all who would become Masters of the Universe for good or evil.

EXCELSIOR! In 2013, a partnership was formed between Stan Lee's POW! Entertainment and Mattel for an ongoing business partnership. The official announcement was made at the Mattypalooza panel in July at SDCC (with a surprise visit from Lee himself). Later, at Stan Lee's Comikaze pop-culture expo in October, Mattel sold a newly-created MOTUC character named Standor that bore Lee's visage and came with a bio that paid homage to his creative career.

AFFILIATION? On the back of the cards for MOTUC figures, generally the villains' names were printed in blue while the heroes' names were in red. Standor's name was purple, which was a first for the line. Whether or not this was to show the character's neutrality was never explained.

ALTERNATE VIEWS

Standor utilized the standard male torso, shoulders, biceps, hands, and upper legs, Hordak's gloves, Skeletor's boot tops, and Keldor's feet.

MOTUC #138 • AFFILIATION None **• SUBSCRIPTION** N/A **• PRICE** $25
ORIGINAL FIGURE RELEASE Stan Lee's Comikaze Expo (2013) **• RELEASE TYPE** Carded Figure

HATS OFF Standor's helmet was removable. The figure's helmet, armor, and skirt piece were made from semi-translucent black plastic with infused glitter. Glitter was also used on the figure's gloves and boots.

I CAN SEE CLEARLY NOW The figure's glasses, which featured semi-translucent blue "lenses," were removable.

GALLERY

SOLAR GOGGLES OF STANDOR

The Oculi of Omniscience

The Solar Goggles of Standor were ancient artifacts stored in the Celestial Library, a trans-dimensional construct containing much of the archived knowledge of the Ancients. During his campaign in the Tri-Solar System, Skeletor and the evil Space Mutants learned of the library's hidden portal in the Wolfram Nebula and broke its protective barriers to gain entrance. Within its labyrinthine halls, Skeletor found and wore the Solar Goggles to gain the Sight of Standor, one of the architects of creation. While the left lens revealed the unlimited chaotic potential of all things, the right lens revealed the orderly cosmic energy linking everything to a divine formula. Beholding the paradox overwhelmed Skeletor, who, temporarily driven mad, tried to use the library's stabilizing engines to collapse all dimensions. In a rare intervention, the old gods themselves appeared to aid He-Man and She-Ra, defeating Skeletor and re-sealing the Celestial Library forever. Yet Skeletor, having briefly tasted the glory of godhood, would thirst for it evermore and later devised a plot to steal all the gods' powers.

TRIVIA

The following copy was written for Standor's sales page on MattyCollector.com: "The great creator and keeper of the power cosmic is the mighty Standor! In celebration of Mattel's partnership with Stan Lee's POW Entertainment comes this commemorative collector's creation. Sculpted in the likeness of Stan 'The Man' Lee himself, this essential MOTUC figure comes complete with removable cosmic armor, headdress and solar glasses."

Standor's helmet was first displayed as a "teaser" at New York Toy Fair in February of 2013.

Standor's original name was going to be "Excelsior," but this idea was rejected by Stan Lee himself.

The official bio for the Solar Goggles of Standor ("The Oculi of Omniscience") was revealed on He-Man.org on March 25, 2019.

Featured on Standor's cardback were Horde Prime, Skeletor, Orko, Zodac, and He-Man.

TWO BAD

Double-Headed Evil Strategist

REAL NAME Tuvar and Badra **BIO** Originally hired as bounty hunters to track down He-Man, Tuvar and Badra were magically fused together in an unrepeatable spell by Skeletor in retribution for their failure. Now called "Two Bad," this new multi-headed creature became a mixed blessing for the Evil Warriors. When his two heads are working together, Two Bad is nearly as clever and devious as Skeletor and his advantage in battle is doubled. However his two heads rarely get along. Quite often the two heads will bicker with one another at just the wrong moment. Two Bad is double trouble, twice the plotting power of other evil foes.

ACCESSORIES

VINTAGE VAULT The vintage Two Bad figure was released in the original toyline's fourth wave in 1985. The figure, which sported a spring-loaded waist and arms, came armed with an orange shield.

DOUBLE TROUBLE

MOTUC Two Bad was a fairly faithful update of his vintage action figure. However, on the vintage action figure, the line between the two sides of Two Bad was curved and uneven, and even featured a little bit of purple "bleeding" down onto the right leg. Mattel did not take this approach with the MOTUC Two Bad, instead giving the figure a straight line between the two sides.

ALTERNATE VIEWS

Two Bad reutilized the standard male right shoulder, right bicep, right upper leg, and furry shorts. All other parts were newly sculpted.

MOTUC #139 • AFFILIATION Evil Warriors • SUBSCRIPTION Club Eternia 2014 • PRICE $25
ORIGINAL FIGURE RELEASE MattyCollector.com (January 15, 2014) • RELEASE TYPE Carded Figure

TASTE THE MACE Two Bad's double-headed mace was based on the weapon that was newly created for the 200x redesign of the character and his subsequent action figure. While the 200x version of this mace was articulated to expand and contract, the MOTUC version was static.

SHIELD ME Two Bad's orange shield, which was designed to clip onto the wrist of his left hand (but would not fit on the right), was based on the weapon that came with the vintage action figure.

HOT IN HERE Unlike the vintage figure, whose armor was a permanent part of the figure's mold, MOTUC Two Bad's armor was removable, revealing an all-new, wide torso underneath.

GALLERY

TRIVIA

The following copy was written for Two Bad's sales page on MattyCollector.com: "When you work for Skeletor you better get it right… when these two didn't deliver, he doubled down on his displeasure and turned them into one! Not good for them, but great for your collection because both heads are removable. This figure also comes with removable armor and vintage and 200X series-inspired weapons."

The purple leg was slightly shorter than the blue one. This was likely done intentionally to pay homage to the asymmetrical stance of the 200x Two Bad figure.

Individual figures of both Tuvar and Badra were among Mattel's plans for the future of MOTUC had the line continued with the company beyond 2016. Bios for both characters can be found on page 612.

Featured on Two Bad's cardback were Man-At-Arms, Stratos, He-Man, Skeletor, Mer-Man, and Beast Man.

GLIMMER

The Guide Who Lights the Way!

ACCESSORIES

REAL NAME Glimmer of the Royal House of Brightmoon **BIO** With the power to light the way, Glimmer uses her abilities against the darkness with her staff and headdress which glow in the dark. This brash, impulsive, ever-cheery, young lady is one of the deposed princesses of Etheria, a fact she never lets anyone forget. Her recklessness often causes problems, but she is a fun, young woman who can laugh through the direst of circumstances and pass on her good cheer to her comrades. She followed She-Ra along with several other members of the Great Rebellion to Eternia to join up with the renegade Masters of the Universe and continue the noble fight against The Evil Horde. After She-Ra left Eternia for the stars, Glimmer returned to Etheria taking her rightful place helping to rule over the Kingdom of Brightmoon.

VINTAGE VAULT The vintage Glimmer figure was released in the Princess of Power toyline's first wave in 1985. The figure's accessories included a staff and a pink comb.

CARTOON CORNER

The MOTUC version of Glimmer was clearly based closely on her Filmation POP cartoon appearance moreso than her vintage action figure. Most notably, her outfit was blue and purple instead of silver and pink, and her headband closely followed the character's animated design.

GALLERY

MOTUC #140 • AFFILIATION The Great Rebellion **• SUBSCRIPTION** Club Eternia 2014 **• PRICE** $25
ORIGINAL FIGURE RELEASE MattyCollector.com (February 17, 2014) **• RELEASE TYPE** Carded Figure

CRYSTAL BALL The clear orb was the Moonstone from the Filmation POP cartoon episode "Glimmer's Story," where it served as the magical power source of Castle Brightmoon's defenses. The figure was given a newly-sculpted left hand in order to be able to hold it.

THAT SPECIAL GLOW The vintage Glimmer figure came with a staff that glowed in the dark, a fitting feature for a character with light powers. The MOTUC Glimmer staff dropped this feature altogether, but did come with an embedded yellow "gem" made of translucent yellow plastic.

TALL TALE For some reason, Glimmer ended up being one of the taller figures in the MOTUC line.

MOONSTONE
Magical Orb of Bright Moon

The Moonstone was a precious bauble created by the sorceress Joya during the Crystal Millennium as a gift for her friend, the immortal Princess Luna. From her home on Elidor, largest moon of Etheria, Luna saw some of the darkness of Despondos breach the mystical barriers created by Light Hope and take root on Etheria, corrupting some Etherians and turning a host of the winged maidens of Mizar into the terrible Harpies. To defeat these evil forces, Luna sent the Moonstone to enhance the magic of the rulers of Bright Moon, enlisting them as protectors of Etheria. When the Evil Horde invaded, Princess Glimmer kept the Moonstone hidden and used its light as a beacon to draw others to the bastion of the Whispering Woods. During their campaign in the Crimson Waste, Count Sneer and Scorpia stole the Moonstone to power a mega-laser built by Modulok, but Glimmer recovered it with the help of the brave Crimson Fury. Later, Glimmer sought out Joya to restore the Moonstone after Shadow Weaver cracked it with her dark spells.

TRIVIA

The following copy was written for Glimmer's sales page on MattyCollector.com: "This righteous rebel joins the fight to protect her people, making sure it's lights out for all enemies of Etheria. Best friend to She-Ra and rightful heir to the throne of Brightmoon, this long awaited figure finally arrives with her trademark staff and ball of light energy. (Note: accessory does not glow in the dark.)"

Glimmer was given a new head sculpt, upper and lower torso, bracers, left hand (specially sculpted to hold the orb), and boots. She reutilized the standard female shoulders, biceps, right hand, and upper legs.

The official bio for the Moonstone ("Magical Orb of Bright Moon") was revealed on He-Man.org on September 9, 2019, while the official bio for the Staff of Light can be found on page 616.

Featured on Glimmer's cardback were Bubble Power She-Ra, Bow, Castaspella, Adora, Frosta, Shadow Weaver, and Man-At-Arms.

MODULOK

Evil Beast of a Thousand Bodies

ACCESSORIES

REAL NAME Galen Nycroff **BIO** An evil scientist from the Tri-Solar system, Galen Nycroff was incarcerated in Prison Starr for scientific crimes against the galaxy. While awaiting execution, he constructed a device which allowed him to divide his body into pieces, with each part endowed with his own evil consciousness. Slipping out of prison in a series of crates, he was delivered to Horde World where he reassembled himself finding he could now mix and match his parts in a thousand different ways. His skills were observed by Horde leaders and Nycroff became chief technician for Commander Kur, traveling with him to Eternia on their quest to vanquish He-Ro. Nycroff was banished along with the rest of the in invading Horde army to Despondos, serving his leader with his evil inventions.

VINTAGE VAULT The vintage Modulok figure was released in the original toyline's fourth wave in 1985. The figure, which was boxed instead of carded, came with 22 interchangeable body parts.

PULL YOURSELF TOGETHER MOTUC Modulok, like his vintage predecessor, shipped in a box instead of a blister card. The figure was comprised of a total of 21 interchangeable pieces:

- Laser Gun (2 parts)
- Torso
- 2 heads
- 2 waists
- 4 arms
- 3 Y-connector joints
- 6 legs
- 1 tail

MOTUC #141 • AFFILIATION The Evil Horde • SUBSCRIPTION Club Eternia 2014 • PRICE $40
ORIGINAL FIGURE RELEASE MattyCollector.com (February 17, 2014) • RELEASE TYPE Boxed Figure

GUNS OUT In keeping with the character's "modular" gimmick, Modulok's gun was designed to be joined together as one weapon or split apart into two.

TRIVIA

Modulok was the last of the vintage wave four figures to be released in MOTUC.

It appeared that Modulok reutilized the leg connectors from Mantenna, but was otherwise completely a new sculpt. Some of his parts would later be re-used with Lizard Man.

Modulok and the later-released Multibot (June 2015) could be joined together to form "Ultrabeast."

Featured on Modulok's cardback were Hordak, Shadow Weaver, Leech, Mosquitor, Grizzlor, and Rattlor.

MODULAR Modulok's gimmick, of course, was his interchangeable body, allowing for hundreds of different combinations.

IT TAKES TWO Because of the inclusion of only one torso piece, Modulok could not be convincingly split into two separate but complete figures.

HYDRON
Courageous Leader

REAL NAME Daniel Ripper, Jr. **BIO** Hydron is a space sea commander from the domed undersea city of Orca, situated not far from Titus, a small island in the Guardian Sea on Primus. He was ordered by Darius to locate the legendary twin warriors prophesied to defeat the Horde Empire. Arriving on Eternia shortly after Skeletor's victory at the Second Ultimate Battleground, Hydron and his Lieutenant Icarius recruited not only He-Man and She-Ra, but several of the members of the Masters of the Universe who were eager to pursue Skeletor. Preferring the Triton Spear Gun, his weapon of choice is suitable for intergalactic as well as undersea fighting.

VINTAGE VAULT The vintage Hydron figure (*right*) was released in the "He-Man" toyline's first wave in 1989. When properly wound, a twist of the figure's waist triggered a swimming action feature.

NEW ADVENTURES

Hydron was only the second original *New Adventures of He-Man* hero (after Icarius) to be made in Masters of the Universe Classics. He was released nearly three years after Icarius. The MOTUC Hydron was a faithful update of the vintage action figure while also incorporating pieces and the overall aesthetic from the Masters of the Universe Classics toyline.

ACCESSORIES

GALLERY

MOTUC #142 • AFFILIATION Galactic Protectors • SUBSCRIPTION Club Eternia 2014 • PRICE $25 • ORIGINAL FIGURE RELEASE MattyCollector.com (March 17, 2014) • RELEASE TYPE Carded Figure

WELL ARMED Hydron's lone accessory was a yellow "triton spear gun."

TRIVIA

The mask on Hydron's face was not removable, which left many collectors wishing the figure had come with an alternate, unmasked head.

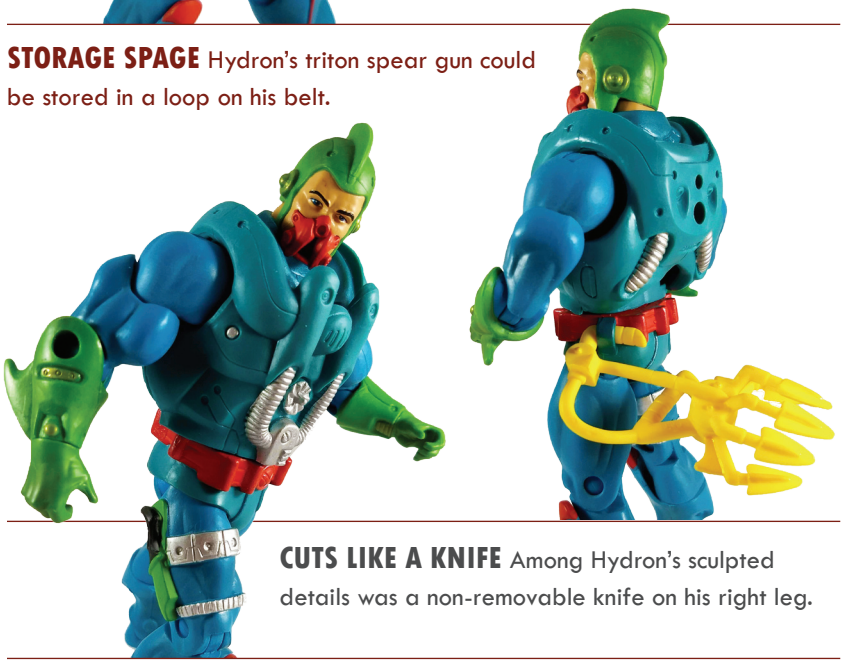
Featured on Hydron's cardback were Galactic Protector He-Man, Icarius, Optikk, Slush Head, and Karatti.

AQUA-MAN Hydron's oxygen tank was also removable. It featured a breathing tube that could be flipped to the front or tucked behind the figure.

HATS OFF Hydron's helmet, which was made from clear plastic, was removable.

ALTERNATE VIEWS Hydron utilized the standard male torso, shoulders, biceps, hands, and upper left leg. His gloves, shorts, upper right leg, boots and feet were newly sculpted parts.

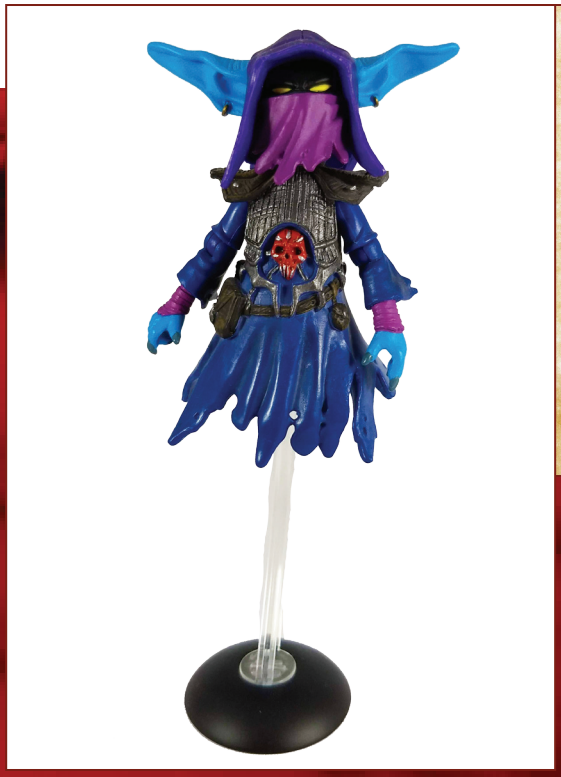
STORAGE SPAGE Hydron's triton spear gun could be stored in a loop on his belt.



CUTS LIKE A KNIFE Among Hydron's sculpted details was a non-removable knife on his right leg.

UNNAMED ONE

Evil Lord of Chaos



ACCESSORIES

REAL NAME Gorpo **BIO** Formerly an Overlord of the Timeless Dimension, this great wizard betrayed his brethren when he attempted to steal the Power of the Universe for himself. The Aura of the Gods was infused into the Sword of He for protection and Gorpo was stripped of his form and banished to the Nameless Dimension. Here he became known as the Unnamed One, spoken of only in whispers and myth. During his exile, he discovered a method of combining DNA of several reptilian species. He used this knowledge to create an army of cold-blooded warriors which he commanded to raid magical planets in an attempt to consolidate power for his revenge. His evil schemes were at last undone after Dare, the new He-Ro, confronted him in single combat slaying the ancient mage with the very power he once attempted to steal.

ORIGINS The Unnamed One was first mentioned by King Hiss (but not shown) in the vintage mini-comic "The Powers of Grayskull: The Legend Begins!" In the comic, Skeletor time-traveled from present day Eternia to Preternia and offered an alliance to the Snake Men of the time, leading King Hiss to wonder if this stranger was an emissary to the Unnamed One whom they served. Mattel decided to revisit this character in MOTUC, making him an evil Trollan and the creator of the Snake Men.

ABRA CADABRA The Unnamed One's wand shared a few design similarities with Orko's wand, but also featured a snake motif in keeping with the character's ties to the Snake Men. The wand also featured an embedded green "gem" made of translucent green plastic.

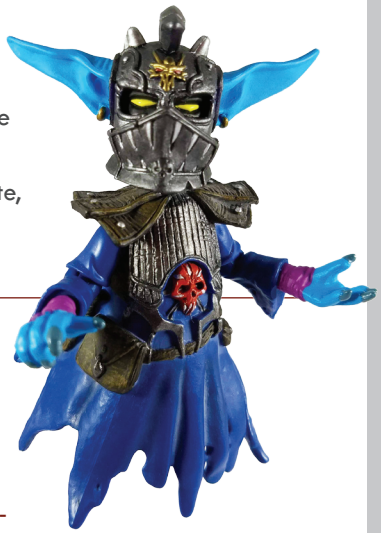
MOTUC #143 • AFFILIATION The Snake Men **• SUBSCRIPTION** Club Eternia 2014 **• PRICE** $25 **• ORIGINAL FIGURE RELEASE** MattyCollector.com (March 17, 2014) **• RELEASE TYPE** Carded Exclusive Figure

IT'S A BLAST

The Unnamed One came with a magical blast effect that fit over his left hand and was made of translucent green plastic. A closer look revealed that the blast ended in a nest of snakes.

TWO HEADS ARE BETTER >

The Unnamed One came with an alternate, helmeted head.



< MINI-COMIC

The figure came packaged with a mini-comic titled "He-Man and Skeletor – Their Final Battle." This was the fifth mini-comic released in MOTUC. For a closer look at this comic, see page 641.

HORDE EMPIRE

Tyrannical Galactic Rulers

In the heavily populated outer systems of the Eternian Dimension, the Democratic Alliance was set up to enforce trade routes and keep the peace. All of this changed the day Seferus Kur came to power and founded the Horde Empire. Calling himself the Horde Lord, he and his sons used technology and newly discovered magic to unnaturally extend the lives of all those they commanded. Ruling the galaxy through terror and fear for many centuries, Seferus' sons used black spells to assassinate their father, and the eldest son Anillis claimed Horde World's throne for himself. To secure his rule, the newly dubbed Horde Prime sent his scheming younger brother far away on a foolish crusade of revenge. Eventually, the Earth/Eternian Twin Warriors invaded Horde World and in a climactic battle, ended the Horde Empire's rule using the Power of Grayskull.

TRIVIA

When it was announced at San Diego Comic-Con in 2013 that the Unnamed One would be the exclusive figure for the 2014 Club Eternia subscription, the figure itself remained hidden under a black cloth with an orange question mark in the Mattel display case alongside other new MOTUC figures. The figure was not officially revealed until it arrived in the mailboxes of subscribers in March of 2014, although images did leak online before then. There was much debate as to whether keeping the figure hidden helped or hindered sales of the 2014 subscription.

The Unnamed One's real name of "Gorpo" was originally Orko's name during preproduction of the Filmation MOTU cartoon series.

Included with the Unnamed One was a poster titled "Known Planet Systems in the Horde Empire." For a closer look at this poster, see page 711.

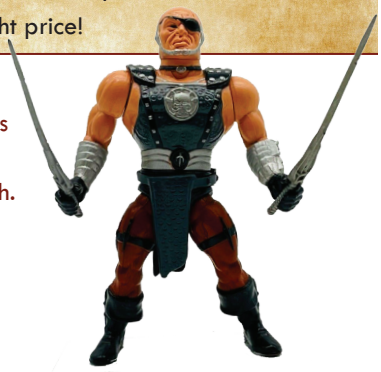
Featured on the Unnamed One's cardback were the Horde Troopers, Scareglow, Snake Face, Rattlor, and King Hssss.

BLADE
Evil Master of Swords

ACCESSORIES

REAL NAME Ritter **BIO** A pirate from the Kylax system, Blade arrived on Eternia in a spell of light cast by Skeletor to increase his forces. Agreeing to join the Overlord of Evil for the right price, Blade sold his services and took part in the Second Ultimate Battleground, fighting blade to blade with He-Man himself at the top of Viper Tower. He later traveled with a small renegade party, paid to seek the Cosmic Key from its inventor. Although he failed in this mission, his deadly mastery of the sword left its mark, and he became one of the most wanted men in Eternian history. Blade uses his dual swords to battle heroic warriors – for the right price!

VINTAGE VAULT The vintage Blade figure was released in the original toyline's sixth wave in 1987. The figure came with two swords and a removable belt/loincloth.



SILVER SCREEN Blade was a character created for the 1987 live-action *Masters of the Universe* movie. He was subsequently given an action figure in Wave 6 of the vintage MOTU toyline. Blade was the first of the movie figures to be released in MOTUC. Blade's bio made a passing reference to the plot of the 1987 movie.

EN GUARDE Blade's red-hilted sword was based on the weapon he carried in the live-action movie.

MOTUC #144 • AFFILIATION Evil Warriors • SUBSCRIPTION Club Eternia 2014 • PRICE $25 • ORIGINAL FIGURE RELEASE MattyCollector.com (April 15, 2014) • RELEASE TYPE Carded Figure

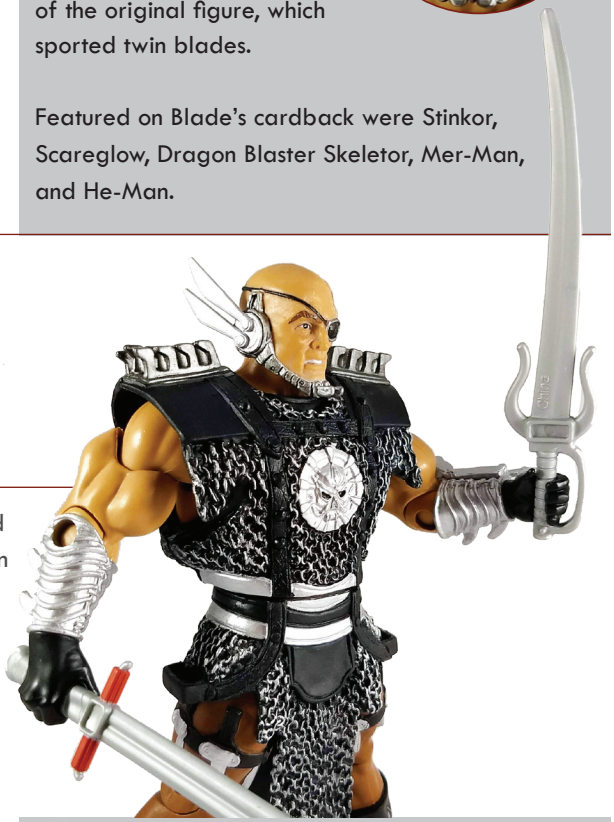
ALTERNATE VIEWS Blade utilized the standard male torso, shoulders, biceps, and hands, as well as Sy-Klone's feet. His head, forearms, shorts, legs and boots were newly-sculpted pieces.

TRIVIA

Many fans wished that Blade had come with two copies of the vintage toy sword so that they could better recreate the look of the original figure, which sported twin blades.

Featured on Blade's cardback were Stinkor, Scareglow, Dragon Blaster Skeletor, Mer-Man, and He-Man.

< WHIP IT GOOD Besides his swords, Blade also came with a whip, which was based on a weapon he used in the live-action movie to torture He-Man. While the handle was solid gray, the whip itself was made from translucent red plastic.



DOUBLE BLADED > The second sword (with the curved blade) was based on one of the twin swords that came packaged with the vintage action figure.

STORAGE SPACE Both swords could be stored on the figure's belt. The vintage action figure's belt only had a slot for one.

GALLERY

GOAT MAN

Horn-Headed Servant of Beast Man

ACCESSORIES

REAL NAME Klacky **BIO** A member of the G'hoat men from the Northern Mountains, Klacky's species is one of the only intelligent upright races that falls subjective to the hypnotic powers of the Beast Men. And like most of his species, Klacky was captured by the rulers of the Vine Jungle and simply called "Goat Man" by his beastly masters. Eventually he found himself in the service of Raqquill Rqazz and was forced to serve in the Second Ultimate Battleground. Here he was severely wounded by Buzz-Off and left at the foot of Central Tower. Crawling inside, Klacky fell into a time portal and was transported to the future, arriving on Eternia when King He-Man ruled the land and his son Dare wielded the Power Sword. Forced to serve an aging Beast Man in this new time, Goat Man is forever following whatever evil orders he is given.

FROM PAGE TO PLASTIC Goat Man made his debut — as well as his only media appearance until Masters of the Universe Classics — in the vintage Golden Book titled *Secret of the Dragon's Egg*. He was the first character created for the Golden Books series to receive an action figure in MOTUC. The character made his animated debut in *Masters of the Universe: Revelation* in 2021.

ALTERNATE VIEWS Goat Man utilized the standard male torso, shoulders, biceps, hands, and loin cloth, along with Skeletor's boot tops and Keldor's feet. His head, armor (which was removable), forearms, and upper legs were newly sculpted parts.

MOTUC #145 • AFFILIATION Evil Warriors • SUBSCRIPTION n/a • PRICE $25 • ORIGINAL FIGURE RELEASE Traveling Con Exclusive, 2014 • RELEASE TYPE Carded Figure

HAMMERTIME! As Goat Man carried no weapon in his single media appearance, Mattel opted to give him a war hammer, as it would be a unique weapon among MOTUC figures.

BONUS ACCESSORY Goat Man's second accessory was the mini-comic version of the Staff of Avion, for use with Stratos. The official bio for this staff (*below*) was revealed on He-Man.org on October 19, 2020.

GALLERY

EMERALD STAFF OF AVION

Divine Rod of the Bird People

According to Avionian legend, the flightless, birdlike denizens of Old Avion were the first indigenous Eternians to stand against the forces of evil. In those early days, the demon Haramesh ran rampant, corrupting the souls of the innocent and feasting upon virginal flesh, but the fiend met his match when he was banished to the underworld by a holy order of Avionian monks. In return for this heroism, the Gods of the Multiverse sent them a sacred gift — the Emerald Staff of Avion — a divine rod that granted the power of flight. From that day forward, all Avionians gained the ability to soar through the skies so long as they eventually returned to absorb the staff's magic. As an additional boon, the staff could also summon and control their defeated enemy Haramesh, should the need ever arise. Countless eons after the staff first appeared, the deposted tyrant Tufos hired the Evil Warrior Goat Man to help him steal the Emerald Staff. However, the villains were soundly defeated when they faced the righteous might of Hawke and her army.

TRIVIA

The following copy was written for Goat Man's sales page on MattyCollector.com: "Beast Man isn't the most understanding guy, but if you really want to get his goat, disobey him. Fortunately Goat Man doesn't have to worry about that… unfortunately, it's because he can't resist the commands of his master, no matter how hard he tries. This figure from the vintage Golden Books comes with a giant hammer and the mini comic version of the Staff of Avion."

Like the Temple of Darkness Sorceress in 2012, Goat Man was a traveling con exclusive figure in 2014 before being made available for retail sale on MattyCollector.com at the end of the year. He was not included in the 2014 subscription.

No other characters created for the vintage Golden Books ever received an action figure in MOTUC.

Pictured on Goat Man's cardback were Beast Man, Scareglow, King He-Man, The Mighty Spector, and Zodak.

SCORPIA
Stinging Horde Enforcer

ACCESSORIES

REAL NAME Lynda D'ream **BIO** After watching Hordak ruthlessly take over the Kingdom of Brightmoon, Scorpia chose to surrender her Crimson Waste fiefdom to the new conqueror, hoping it was better to keep Hordak as an ally than an enemy. She is a member of the Scorpioni, a race of female dominant warriors with claw like hands and stinging armored tails. While a cunning warrior, she is inept in magic, always preferring hand-to-claw combat with her foes. Occasionally she uses a powerful tank called the Crawler which blasts sleep rays and sting lasers. When Hordak abandoned Etheria for a planet with greater natural magic, Scorpia stayed behind to rule her desert kingdom, and hoping one day all of Etheria itself!

CARTOON CORNER Scorpia was a character created for the Filmation POP cartoon. She debuted in the very first episode of the series ("Into Etheria") and subsequently appeared in 13 more episodes, with her final appearance being in the 56th episode, "Of Shadows and Skulls." Many elements of her MOTUC bio were taken from her Filmation appearances. In spite of her high profile in the series, she never received an action figure in the vintage Princess of Power toyline.

GALLERY

MOTUC #146 • AFFILIATION The Evil Horde **• SUBSCRIPTION** Club Eternia 2014 **• PRICE** $25
ORIGINAL FIGURE RELEASE MattyCollector.com (May 15, 2014) **• RELEASE TYPE** Carded Figure

DON'T CROSS ME The figure's only accessory was a glossy red scorpion-themed crossbow. Its sharp tail, black dots, and green eyes matched up well with Scorpia's design. The weapon was designed to clamp onto either of her wrists.

IN A PINCH Scorpia's newly-sculpted pincher hands, as well as her forearms, featured bumpy detailing reminiscent of a scorpion's shell.

TAILS I WIN Scorpia's tail, which was actually attached to the back of her skirt piece, was made from a soft, pliable plastic, but it was not posable aside from a single joint near the base that allowed for side-to-side movement.

TRIVIA

Scorpia was posed sideways in her packaging. This was likely done to both accommodate her tail and to make it more visible from the front.

Scorpia re-used only a few standard female parts, like the biceps, shoulders and upper legs, but was otherwise an entirely new sculpt.

Scorpia was the fourth female member of the Evil Horde produced in MOTUC.

Scorpia unfortunately continued the trend of female figures whose leotards ended up looking more like a triangular skirt.

There was a heavy emphasis on Princess of Power characters in 2014. A total of fourteen different releases in MOTUC throughout the year would be associated with the original POP line and/or the Filmation *She-Ra: Princess of Power* cartoon.

Featured on Scorpia's cardback were Shadow Weaver, Horde Troopers, Leech, Grizzlor, Octavia, and the Spirit of Hordak.

BATTLE LION

Heroic Steed of King Grayskull

REAL NAME Granger **BIO** During the Great Wars against King Hssss and the Invasion Forces of Hordak, King Grayskull rode into battle on top of his fierce mount Granger, a giant lygor prince from the Green Tiger Tribe. Gifted as a cub to a young Grayskull for saving their home from an attack by renegade Gar pirates, Granger grew up with his master, loyally protecting Grayskull in times of peace and war. When evil threatens Eternia, Granger is enhanced by the Power of the Universe channeled through the Sword of He. As Battle Lion he wears enchanted armor that protects him against magical attacks. Battle Lion is the heroic steed of King Grayskull, loyally carrying his master into combat.

CARTOON CORNER Battle Lion was a character created for the 2002 MYP MOTU cartoon. He made his debut in the episode "The Powers of Grayskull," and was never seen again in any subsequent episodes.

GALLERY

MOTUC #147 • **AFFILIATION** Preternian Heroic Warriors • **SUBSCRIPTION** Club Eternia 2014 • **PRICE** $35 • **ORIGINAL FIGURE RELEASE** MattyCollector.com (May 15, 2014) • **RELEASE TYPE** Boxed Beast

ALTERNATE VIEW Battle Lion's helmet, saddle and claw armor were removable.

TRIVIA

Battle Lion was the first beast figure released in MOTUC since the Griffin in mid-2012.

Battle Lion shipped in the same style box as the previously-released Battle Cat and Panthor figures.

Battle Lion was the final feline beast figure released in MOTUC. Battle Cat, Panthor, and Griffin had all retailed for $30; Battle Lion was $35.

Featured on Battle Lion's cardback were Moss Man, Sir Laser-Lot, the Unnamed One, Draego-Man, and King Grayskull.

There was a special slit in Battle Lion's saddle in order to better accommodate King Grayskull's particularly long loin cloth.

BEAST OF BURDEN
Battle Lion's saddle was designed to carry one rider, although two could fit if desired.

A NEW MILLENNIUM
By giving Battle Cat the helmet, saddle, and claw armor from the Battle Lion figure, fans could recreate Battle Cat's look from the 2002 MYP MOTU cartoon series and subsequent toyline.

EXTENDAR

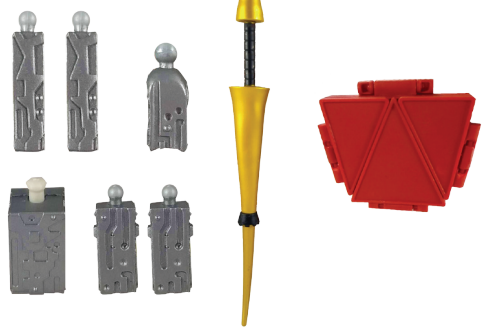
Heroic Master of Extension

REAL NAME Doodon **BIO** An Etherian athlete of great renown, Doodon was tricked by Hordak into entering his Experimentation Matrix. Here he was transformed and grafted with cybernetic parts allowing him to extend his limbs and body to great proportions. Dubbed Extendar, he escaped the Evil Horde before the foul effects had fully taken hold. But to his great regret, his best friend was also transformed and unlike Extendar, Dragstor was unable to escape from Hordak's clutches. Extendar eventually traveled with She-Ra to Eternia and joined the renegade Masters of the Universe. Confronted by his enemies, Extendar reeeeches new heights, transforming into a superstrong warrior!

VINTAGE VAULT The vintage Extendar figure (*left*) was released in the original toyline's fifth wave in 1986.

STANDING TALL The vintage Extendar figure featured a gimmick that allowed the figure to grow via hidden internal pieces that could make his neck, arms, legs, and torso extend. To replicate this feature in Masters of the Universe Classics, Extendar was given six separate extension pieces that could be popped in place. This approach also produced the added bonus of being able to "stack" the extension pieces, thus giving the figure one extra long arm or leg if desired.

ACCESSORIES



MOTUC #148 • AFFILIATION Heroic Warriors • SUBSCRIPTION Club Eternia 2014 • PRICE $25
ORIGINAL FIGURE RELEASE MattyCollector.com (June 16, 2014) • RELEASE TYPE Carded Figure

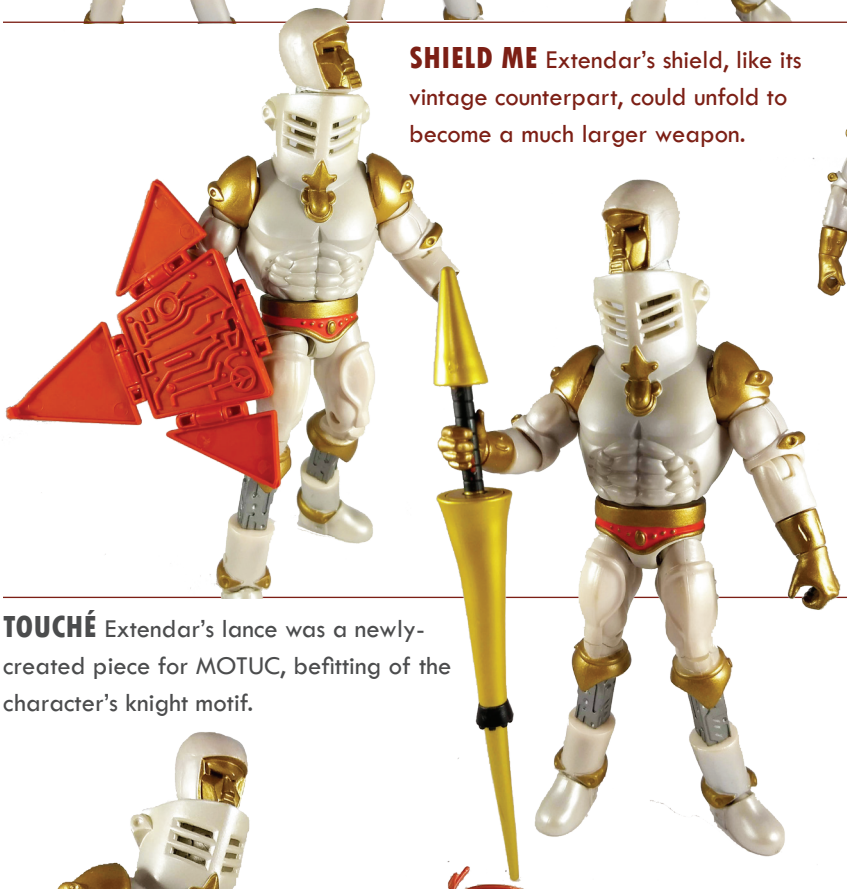
TOWER OF POWER The images below show Extendar with his leg, torso, and arm/neck pieces added, respectively.

TRIVIA

An added bonus to Extendar's design was extra articulation, including hinge & swivel elbows and additional swivels in the arms, legs and waist that most of the other MOTUC figures did not have.

Featured on Extendar's cardback were Bow, Teela, Adora, Shadow Weaver, Beast Man, and Battle Armor He-Man.

SHIELD ME Extendar's shield, like its vintage counterpart, could unfold to become a much larger weapon.



ALTERNATE VIEWS Extendar utilized the standard male torso and hands. All other pieces were newly sculpted.

TOUCHÉ Extendar's lance was a newly-created piece for MOTUC, befitting of the character's knight motif.

SIZE MATTERS At his fully extended height, Extendar stood nearly 10 inches tall.

FLOGG

Evil Leader of the Space Mutants

REAL NAME Brakk **BIO** Before Skeletor passed through the Laser Gate and arrived in the Tri-Solar System, Flogg the Terrible was the commander of the Horde's Denebrian Space Mutant goon squad. Directing operations either from his secret hideout in a Gorn Crater or from his camp city of Diobo in the Regula region of Denebria, Flogg launched raiding parties on the neighboring planet of Primus in the name of his Horde commanders. A vain and boastful bully, Flogg's favorite weapon is his laser whip which he calls the Sidewinder. Flogg has a nasty temper and agreed to join Skeletor as his humbled second in command in a secret bid to one day betray him and use Skeletor's power to take command of the Horde Empire for his own!

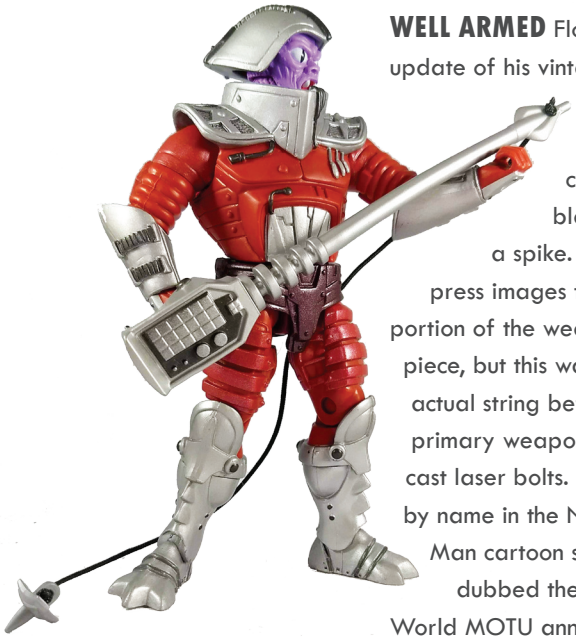
ACCESSORIES

VINTAGE VAULT The vintage Flogg figure was released as part of the "He-Man" toyline's first wave in 1989. It came with a removable helmet and armor as well as a "laser whip."

NEW ADVENTURES Flogg was the second of three *New Adventures of He-Man* characters released in MOTUC in 2014. He was preceded by Hydron and later followed by Intergalactic Skeletor. He was also the third Space Mutant released in MOTUC following Optikk (2010) and Slush Head (2012).

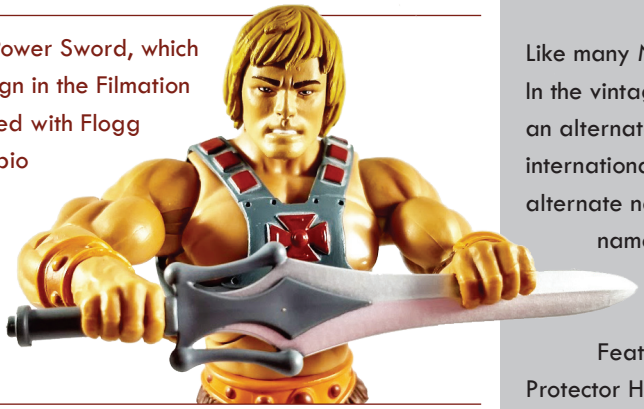
SAME AS Flogg utilized the Horde Trooper arms, hands, and shoulders, Whiplash's scaly torso, Trap Jaw's lower legs, and Hordak's feet. Flogg's new pieces included his head, trunks, and upper legs.

MOTUC #149 • AFFILIATION Space Mutants **• SUBSCRIPTION** Club Eternia 2014 **• PRICE** $25
ORIGINAL FIGURE RELEASE MattyCollector.com (July 15, 2014) **• RELEASE TYPE** Carded Figure



WELL ARMED Flogg came with an update of his vintage accessory, an "energy whip" that sported a detailed control panel and a black string ending in a spike. In some of the early press images for this figure, the whip portion of the weapon was a sculpted piece, but this was changed to an actual string before production. Flogg's primary weapon, the whip that could cast laser bolts. It was never referred to by name in the New Adventures of He-Man cartoon series (1990), but was dubbed the "Sidewinder" in in UK World MOTU annuals.

FLOGG HAS THE POWER This Power Sword, which was sculpted to resemble its design in the Filmation MOTU cartoon series, was included with Flogg for use with He-Man. An official bio for this sword (*below*), which tied the MOTU cartoon universe to MOTUC canon, was revealed on He-Man.org on September 7, 2020.



PHYLL'MAY-SHUN SWORD OF POWER

Magic Sword from Another Universe

Described in the ancient Eatockian Scrolls of Castle Grayskull, and once believed to be a myth, Phyll'May-Shun was a parallel-dimension-cluster, adjacent to the Central dimension-cluster. Accessible only via a secret portal which existed on Moon Scheimorr near Trolla, Phyll'May-Shun's version of Eternia was a place of sublime beauty, romantic simplicity, and deep mystery. The immensely powerful and kind-hearted He-Man of Phyll'May-Shun once came to the Central dimension-cluster along with Phyll'May-Shun's Orko. Having lost his Sword of Power in a dark vortex, Phyll'May-Shun's He-Man joined forces with He-Man of the Central dimension-cluster to locate the legendary blade. Learning that the Mutant Flogg had been restored and secretly tasked with stealing the Phyll'May-Shun Sword of Power by the evil Azrog and Spydra, chaos mages in league with Shokoti, both versions of He-Man successfully triumphed against the villains and recovered the mystic weapon. Before returning to his own dimension, Phyll'May-Shun's He-Man swore to return if his help was ever needed, and explained to both Phyll'May-Shun's Orko and the Orko of the Central dimension-cluster that teamwork and friendship should go hand in hand.

TRIVIA

The following copy was written for Flogg's sales page on MattyCollector.com: "He may serve under Skeletor but make no mistake… this malicious mutant is top dog back home in Denebria. The Evil Leader of the Space Mutants finally arrives with his trademark laser whip, the Sidewinder, and a bonus Filmation-inspired sword for He-Man."

When Flogg was first revealed at New York Toy Fair in 2013, he had a removable helmet, but the final production figure's helmet was glued in place.

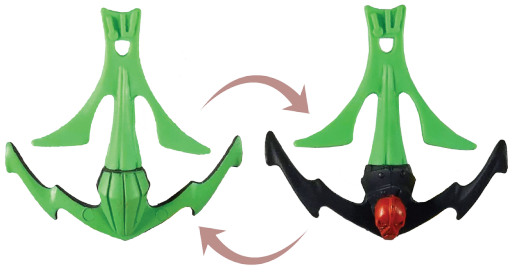
Like many *New Adventures of He-Man* characters In the vintage "He-Man" toyline, Flogg had an alternate name listed on his card for the international release of his action figure. This alternate name, "Brakk," was listed as Flogg's "real name" in his bio on the back of his blister card.

Featured on Flogg's cardback were Galactic Protector He-Man, Icarius, Karatti, Slush Head, and Optikk.

DOUBLE MISCHIEF

Glamorous Double Agent

ACCESSORIES



REAL NAME Rebekkah Kettle **BIO** Heroic cousin of Glimmer, Rebekkah is a princess from the Etherian kingdom of Green Clade. After her home was overrun by the Horde invaders, she joined the Great Rebellion, using her forte for disguise to become a double agent in the armies of Hordak. She is very dexterous and can squeeze herself into almost impossibly tiny spaces and climb the sheerest walls to carry out her missions. She is not much of a fighter, but her agility makes her a good dodger. No disguise is beyond her powers. She can look like an aged king one moment or a Horde villainess the next. She can also change her voice to suit her disguise as well, often talking herself out of the tightest situations! Double Mischief fools her enemies as a spy for She-Ra!

VINTAGE VAULT > The vintage Double Trouble figure (*right*) was released in the Princess of Power toyline's first wave in 1985. The figure's only accessory was a comb.

< UPDATES Most MOTUC Princess of Power figures were based heavily on their Filmation POP cartoon designs. But because she never made an appearance in the *She-Ra* cartoon, the MOTUC Double Mischief figure was instead based heavily on the design of her vintage action figure.

SAME AS Double Mischief utilized the standard female shoulders, biceps, hands, and upper legs, as well as Catra's bracers. Her newly-sculpted pieces included her head, upper torso, skirt and boots.

MOTUC #150 • AFFILIATION The Great Rebellion **• SUBSCRIPTION** Club Etheria 2014 **• PRICE** $25
ORIGINAL FIGURE RELEASE MattyCollector.com (July 15, 2014) **• RELEASE TYPE** Carded Figure

TWO-FACED Double Mischief's action feature gimmick allowed for her head to be turned inside of her helmet, giving her either a "heroic" or "evil" expression. The faces could be changed via a dial on top of the figure's head.

DOUBLE CROSSBOW In a nod to her split alliances, the head of Double Mischief's newly-designed crossbow could be turned into either a Horde or Great Rebellion weapon.

TRANSPARENCY Double Mischief's cape was cast in a very cool translucent green plastic. This was likely done to create a look similar to the original figure, which wore a see-through fabric cape.

OFF WITH HER HEAD The figure's head, helmet, dial, and hair were all separate pieces and were removable. Due to her unique neck peg, her head was not compatible with other figures in the line.

TRIVIA

The following copy was written for Double Mischief's sales page on MattyCollector.com: "Knock, knock. Who's there? A rebel? Or a loyal member of the Horde? This skillful spy can pass as anyone she wants, but her true allegiance is to her homeland of Etheria. This Double Mischief figure has a head that rotates from a good side to an evil side, and comes with an all-new Horde crossbow, a cape and a non-removable tunic."

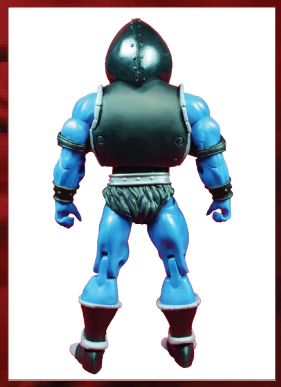
In 2014, Mattel produced a mini-sub called Club Etheria, which offered six figures (plus one sub-exclusive) comprised entirely of Princess of Power characters. Double Mischief was the first figure released in the line-up.

"Double Trouble" is also the name of a character from the video game *Skylanders*, with the toy copyright for that name held by the company Innovation. With her original name unavailable to Mattel, the character was called "Double Mischief" on her MOTUC packaging.

Featured on Double Mischief's cardback were Bow, Snout Spout, Frosta, Netossa, and Glimmer.

HORDAK

Ruthless Leader of the Evil Horde Invasion



ACCESSORIES

REAL NAME Hec-Tor Kur **BIO** After millennia of wandering through Despondos, Horde scouts located a small magical planet deep in the centre of this terrible dimension. Hordak led his troops there, overthrowing the local monarchs and claiming it as a new Horde home world. Exposed to the planet's natural magic, Hordak's blood rose to the surface, giving him a bluish skin hue. After his stepdaughter's betrayal, he began to lose control of the planet and eventually gave it up completely when Shadow Weaver discovered a Laser Gate portal back to Eternia. Once there, Hordak and his army quickly overthrew Skeletor's royal forces and took control. From his new Fright Zone mountain fortress Hordak continued his obsession for magical secrets, hoping to use them to achieve his ultimate goal; returning to Horde World to claim the entire Empire for himself!

BACKGROUND Released as an exclusive figure at San Diego Comic-Con in 2014, this version of Hordak was based on his appearance in the Filmation POP cartoon. His color scheme, robotic alternate arm, and the inclusion of Imp were all inspired by his animated design.

A FAREWELL TO ARMS Hordak's left arm could be removed and replaced with a robotic arm, inspired by his transformation abilities in the Filmation POP cartoon. Collectors had the option of either replicating the "arm canon" look made famous by the cartoon's opening credits or inserting a robotic hand.

SIDEKICK Hordak's wisecracking sidekick and a prominent character in the Filmation POP cartoon, Imp received his first-ever action figure as a pack-in with Hordak. The figure was articulated at the neck and arms.

MOTUC #151 • AFFILIATION The Evil Horde • SUBSCRIPTION N/A • PRICE $25
ORIGINAL FIGURE RELEASE San Diego Comic-Con (July 24 - 27, 2014) • RELEASE TYPE Carded Exclusive Figure

IMP

Miniature Mutating Minion of Hordak

A diminutive being with bat-like wings, Imp was the most devoted servant of Hordak. He could take on any form proportionate to, or smaller than, his body mass and used this ability to spy on members of the Great Rebellion and fellow Evil Horde members alike, regularly reporting their goings-on to his master. This fact landed every prominent member of the Horde in trouble at one time or another. For this reason, Imp was greatly loathed by his comrades. To make matters worse, Hordak was genuinely fond of the creature, and even named Imp Lord of Eternos* when the Horde overthrew Eternia. After Hordak's death**, a grief-stricken Imp was hunted by spiteful Horde members. To escape them, he disguised himself as a bushtail and hid in the Evergreen Forest. Later, Imp hatched an insidious plot to infiltrate Central Tower***, where he opened a time portal to bring Hordak from the past into the present. He nearly succeeded but was stopped by Orko and an enraged Kowl. Though Imp was imprisoned for his crimes, his failure inspired him to devise an even more horrific plan.

HIDDEN TREASURE Collectors who purchased Hordak at San Diego Comic-Con were given a bonus Imp figure disguised as a treasure chest. Inspired by Imp's powers of transformation, the chest actually opened and was hollow inside. An official bio for this version of Imp (*below*) was revealed on He-Man.org on October 28, 2019.

IMP AS TREASURE CHEST

Evil Disguised Minion of Hordak

Imprisoned in the palace jail after he tried to open a time portal in Central Tower, Imp continued to obsess over "the master's glorious return." His wish was fulfilled when the silent ghost of Hordak appeared in his prison cell during the Reawakening. Delighted, Imp instantly understood what needed ot be done. Taking advantage of an inexperienced young guard by disguising himself as a small decorative chest, Imp hid in plain sight within his cell. When the confused guard opened the prison door, Imp resumed his true form and quickly escaped. Having overheard rumors of the scientific horrors unleashed from the hidden laboratory of Modulok, Imp found his fellow Hordesman sequestered in the Mountain of a Thousand Echoes. There, a frenzied Imp insisted that the depraved scientist construct a new body to contain Hordak's spirit. Modulok balked at the notion, until Hordak himself appeared behind Imp, a baleful expression upon his spectral countenance. Filled with dread, Modulok followed Imp's orders. With assistance from Multi-Bot, Modulok built a deadly new mechanical body to house Hordak's ghost, enabling the ruthless villain to "live" once again.

Imp being declared Lord of Eternos comes from the 2012-2016 DC MOTU comics (He-Man: The Eternity War issue #8). **Hordak's demise is seen in the MOTU Classics mini-comic "The Power of Grayskull Part Three: Battle for the Fate of the Universe!" * The ability to open time portals in Central Tower was first seen in the vintage 1987 MOTU mini-comic, "The Powers of Grayskull: the Legend Begins Part 1."*

TRIVIA

When Super7 released a more Filmation-accurate Hordak figure as part of the Club Grayskull line in 2017, the Imp figure was released again as a pack-in. This version of Imp, however, lacked any articulation.

This version of Hordak was, of course, a direct repaint of the original MOTUC Hordak figure. His only new pieces were his robotic arm and the Imp figure. Even his staff was a repaint of the original MOTUC Hordak's staff.

Printed on the outside of Hordak's mailer box were the words "In Memory of Lou Scheimer." Scheimer was a television producer and one of the founders of Filmation, the company behind the *He-Man and the Masters of the Universe* and *She-Ra: Princess of Power* cartoons. He died at age 84 on October 17, 2013.

The official bio for Imp ("Miniature Mutating Minion of Hordak") was revealed on He-Man.org on October 22, 2018.

Featured on Hordak's cardback were Shadow Weaver, Scorpia, She-Ra, Glimmer, and Octavia.

FLUTTERINA

Beautiful "Flying" Lookout

ACCESSORIES

REAL NAME Abby De'note **BIO** After the Horde invaded her home planet and overthrew most of the local monarchs, Flutterina was driven underground and joined with the Great Rebellion. As a member of the Beautifly Council, she was magically gifted with fairy wings giving her the ability to fly unnoticed around most foes. This skill makes her an ideal spy and reconnaissance officer. After the Horde located a Laser Gate back to Eternia, she agreed to follow along with She-Ra and several other warriors in pursuit. Flutterina eventually fell in love with Randor's new Man-At-Arms and opted to stay with him on Eternia after the Second Ultimate Battleground. Flutterina uses her powers of flight to chase off those who make mischief for her friends!

VINTAGE VAULT The vintage Flutterina figure (*right*) was released in the Princess of Power toyline's second wave in 1986.

VINTAGE VAULT The MOTUC version of Flutterina was heavily based on her Filmation POP cartoon appearance moreso than her vintage action figure. While her wings followed the design of the vintage figure, her clothes were closer in style to her animated appearance.

GALLERY

MOTUC #152 • AFFILIATION The Great Rebellion **• SUBSCRIPTION** Club Eternia 2014 **• PRICE** $25
ORIGINAL FIGURE RELEASE MattyCollector.com (August 15, 2014) **• RELEASE TYPE** Carded Figure

TAKING FLIGHT Flutterina's wings were articulated, although they were restricted quite a bit by her hair. Her wings could also be removed and replaced with the wings from figures like Buzz-Off and Draego-Man.

SHIELD ME Flutterina came armed with an orange version of She-Ra's shield (with an inset purple "jewel"), which was based on a similar weapon that came with her vintage figure.

STING LIKE A BEE Flutterina also came with a repainted version of the Battleground Teela sword, complete with pink hilt.

ALTERNATE VIEWS Flutterina was given a new head, torso, wings, bracers, skirt and calves. She utilized the standard female shoulders, biceps, hands, upper legs, and feet.

TRIVIA

The following copy was written for Flutterina's sales page on MattyCollector.com: "Surrender to the Horde? That idea just won't fly with this winged warrior woman. She-Ra may be the inspirational wind beneath her wings, but Flutterina saves a special spot in her heart for fellow fighter Clamp Champ. She comes with removable wings, her POP shield and a sword."

Flutterina was one of six Princess of Power figures that was released in 2014 Club Eternia rather than 2014 Club Etheria.

Featured on Flutterina's cardback were Bow, She-Ra, Frosta, Glimmer, and Castaspella.

SKELETOR
Intergalactic Overlord of Evil

REAL NAME Keldor of the House of Miro **BIO** Wounded by Hordak's final buzz saw attack at the end of the Second Ultimate Battleground, the victorious Skeletor mended his body with a techno virus from Preternia. Having learned of the might of the Horde Empire, he abandoned Eternia in search of a grander prize – the entire universe! Finding a Laser Gate at the far end of his own galaxy, he passed through it to the Tri Solar System just above the planet Denebria. It was here he recruited the Horde's Mutant Army in a plan to lead them in mutiny against the Empire. But Skeletor was followed by He-Man, She-Ra and many of the Masters of the Universe who had themselves allied with the Galactic Protectors. Skeletor now fights a new intergalactic battle; to rule the universe and to destroy He-Man once and for all!

VINTAGE VAULT The vintage Skeletor figure, based on his design in the *New Adventures of He-Man* cartoon, was released as part of the "He-Man" toyline's first wave in 1989. He came with a removable helmet, cloth cape, and skull staff.

ACCESSORIES

SAME AS This version of Skeletor was comprised almost entirely of newly-sculpted parts. The only obviously reused parts were his smooth upper torso (hidden underneath his torso overlay, which was not removable) Roboto's shoulders and arms and the gloves from Horde Prime. The amount of detailing on this figure was impressive, particularly all of the wires and cybernetic parts, as well as a robotic-looking spine hidden underneath his cape.

MOTUC #153 • AFFILIATION The Space Mutants • SUBSCRIPTION Club Eternia 2014 • PRICE $25
ORIGINAL FIGURE RELEASE MattyCollector.com (August 15, 2014) • RELEASE TYPE Carded Quarterly Figure

SKULLCAP Just like his vintage figure, "Intergalactic" Skeletor sported a removable helmet. Removing it revealed a nicely detailed skull complete with cybernetic attachments.

WELL STAFFED Skeletor's only accessory was an updated version of the vintage figure's staff.

HEADS UP Intergalactic Skeletor came packaged with an alternate, "battle damaged" head for Faker.

FASHION SENSE Skeletor's cape was permanently attached to his torso overlay, thus making it non-removable.

TRIVIA

The following sales copy was written for the release of Skeletor: "Sometimes you've just gotta branch out. One planet isn't enough for this greedy guy… he wants a much bigger piece of the cosmic pie. Representing his healed techno virus body, this figure comes with a removable helmet, cosmic Havoc Staff, and an all-new 'battle damage' head for Faker."

In a production snafu, Intergalactic Skeletor was produced with reversed shoulders.

This was the third and final *New Adventures of He-Man* figure released in MOTUC in 2014. It would be 2016 before Mattel would revisit that property with the releases of Darius, Crita, and Tuskador.

Three versions of Skeletor were released in the vintage "He-Man" toyline (including "Disks of Doom" and "Battle Blade"), but this was the only version recreated in MOTUC.

Featured on Intergalactic Skeletor's cardback were Galactic Protector He-Man, Optikk, Karatti, Slush Head, and Faker.

MADAME RAZZ

Magical Witch of Whispering Woods

ACCESSORIES

REAL NAME Regina Razz **BIO** Madame Razz is a Twigget witch who lives with her people in the Whispering Woods on Etheria. After the Battle of Brightmoon, she welcomed the surviving royal family and their supporters into the shelter of her magical forest. Helping to form the Great Rebellion, Madame Razz and her servant Broom went on to become core members of the Rebellion's leadership, especially because she is only one of three on Etheria that knows Adora is actually She-Ra, Princess of Power. Often accused of being absentminded, Razz has a tendency to mispronounce her spells, sometimes leading to comical results. Despite some flaws in her magic wielding abilities, Madame Razz is a kind soul who only wants to see Etheria free from the Horde's evil tyranny.

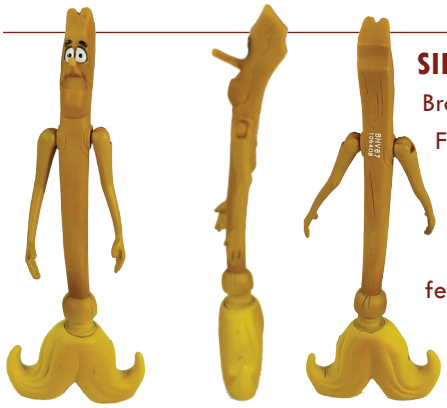
CARTOON CORNER Madame Razz was a character created for the Filmation POP cartoon. She debuted in the very first episode of the series ("Into Etheria") and subsequently appeared in 48 more episodes as well as the Christmas special. As one of the few characters to know She-Ra's secret identity, there was no doubting the importance of Razz in the cartoon's mythos. Nevertheless, she never received an action figure of her own in the vintage Princess of Power line.

SIZE MATTERS To the tip of her hat, Madame Razz stood about one inch shorter than a typical MOTUC figure.

MOTUC #154 • AFFILIATION The Great Rebellion • SUBSCRIPTION Club Etheria 2014 • PRICE $25
ORIGINAL FIGURE RELEASE MattyCollector.com (August 15, 2014) • RELEASE TYPE Carded Figure

< UP, UP AND AWAY Although it took some careful effort, Madame Razz could be positioned to ride on Broom.

A TRUE ORIGINAL > Madame Razz was comprised of 100% all-new tooling.



SIDEKICK Razz's trusty sidekick, Broom, was also created for the Filmation POP cartoon and appeared in nearly every episode that featured Madame Razz. Broom stood about 4.5" tall and featured ball-jointed shoulders.

BROOM

Heroic Ally of Madame Razz

Broom was originally carved from a sentient Etherian Skylander and forced into servitude by Zin, a cruel wizard from the distant past of Etheria. During their travels through the Dark Forest, Broom cleverly left clues about his dire situation in the form of a fabric map dotted with hidden symbols. The map was discovered by the then-youthful Madame Razz, who approached Etheria's Wise Old Wizardess for assistance in deciphering it. Making her way through the Dark Forest, Razz eventually found Zin's lair as well as the enslaved Broom. A great duel took place between the two mages but, with Broom's help, young Razz triumphed over the evil wizard. Broom and Madame Razz became fast friends, developing a strong bond with one another. Although Broom could be a bit grumpy and sarcastic at times, particularly when it came to Madame Razz's absentmindedness, he was a stalwart, dependable ally to her and the Great Rebellion. After the fall of the Evil Horde, Broom helped Madame Razz and the Twiggets protect the Whispering Woods from the wicked schemes of Shadow Weaver.

TRIVIA

While the figure card (and accompanying bio) focused on Madame Razz only, there was a burst above her name on the front of her packaging that read, "Includes Broom!" An official bio for Broom was finally revealed on He-Man.org on August 27, 2018.

Madame Razz was the second of seven figures in 2014 Club Etheria. She was released in August alongside Club Eternia figures Flutterina and Intergalactic Skeletor.

When Broom showed up in the Mattel display cases at the Comikaze pop-culture expo in November of 2013, fans correctly assumed that this was the company's way of teasing an upcoming release of Madame Razz in the Masters of the Universe Classics line.

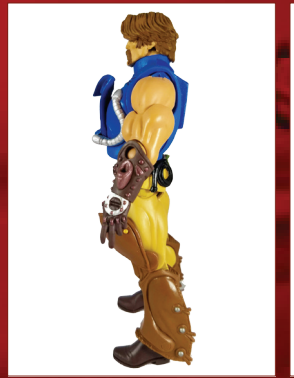
Madame Razz's cape was not removable.

Featured on Madame Razz's cardback were Bow, Adora, Bubble Power She-Ra, Shadow Weaver, and Snout Spout.

RIO BLAST

Heroic Transforming Gunslinger

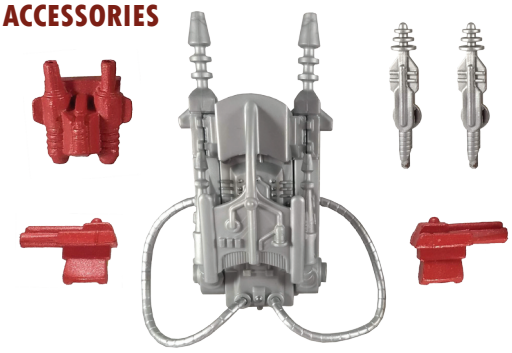
REAL NAME Riolus Blast **BIO** With the ability to transform from a normal warrior into an awesome arsenal of fire power, Rio Blast is in all ways the fastest draw in the universe. As the sole survivor of a group of heroic explorers from Loredos in a starband near Eternia, Rio ended up as the "law" in that lost frontier. Flung by a meteorb to the surface of Eternia, Rio allied himself with the renegade Masters of the Universe in their battle against evil. Rio Blast is nagged by the fact that he has left behind an untamed starband and he often champs at the bit to get back. He-Man promised to aid Rio Blast back home as soon as the warriors of Skeletor have been defeated once and for all. Rio Blast transforms into a one-man arsenal to get the drop on enemies!



VINTAGE VAULT The vintage Rio Blast figure was released as part of the original MOTU toyline's fifth wave in 1986.

UPDATED The vintage Rio Blast figure featured guns that stored inside his hollowed-out legs and chest, as well as forearm guns that could be revealed by rotating them forward. For the MOTUC version of the figure, all of these guns were recreated as attachable pieces, negating the need to create new, hollowed-out bodyparts to replicate the vintage action feature.

ACCESSORIES



GALLERY

MOTUC #155 • AFFILIATION Heroic Warriors **• SUBSCRIPTION** Club Eternia 2014 **• PRICE** $25 **• ORIGINAL FIGURE RELEASE** MattyCollector.com (September 16, 2014) **• RELEASE TYPE** Carded Figure

GUNS OUT The vintage figure's arm guns could be rotated to either be aimed forward or concealed in a backward position. The MOTUC's figure's arm guns could not be rotated, but were separate pieces that could be inserted into the figure's forearms.

CHEST BURSTER The vintage Rio Blast figure featured a hollowed-out chest that opened up to reveal a hidden gun. To replicate this feature for the MOTUC figure, Mattel opted to give the figure a chest flap that folded down, allowing for a separate, removable gun piece to then be attached.

HE'S GOT LEGS Rio Blast's legs were handled much like his chest, with flaps that folded down, allowing for separate, removable gun pieces to be attached.

PACKING HEAT The figure's backpack, which was removable, could be stored upright on his back, or slid up and over his head, giving the figure a visor and four additional guns.

ONE MAN ARMY When "fully armed," the figure sported a total of ten guns.

TRIVIA

The following copy was written for Rio Blast's sales page on MattyCollector.com: "Howdy, Partner! The 'Fastest Draw in the Universe' has a lot more to offer than just a magnificent mustache. From the frontiers of space, Rio Blast arrives ready to unload, with a transforming snap-on backpack that slides up and over his shoulders, just like the vintage toy. He has snap-on wrist, chest and knee guns, and his chest flap opens. His knee guards fold down to hold blasters, and his backpack ammo tubes plug into his wrists."

The figure utilized the standard male torso, shoulders, biceps, and upper legs. His new pieces included his head, forearms, hands, belt/shorts, lower legs, and feet.

The piping connecting the figure's gloves to his backpack, which were part of the arm mold of the vintage figure, were now separate pieces and therefore removable as well.

Featured on Rio Blast's cardback were Roboto, Ram Man, Battle Armor He-Man, Buzz-Off, and Mekaneck.

ENTRAPTA
Tricky Golden Beauty

ACCESSORIES

REAL NAME Es'tra Vesselak **BIO** After the Horde invaded Etheria, Catra was sent down with the initial invasion force to assess the level of resistance. Befriending an illegitimate ruler of Bright Moon, Catra recruited Es'tra to join the Horde and help them conquer the planet. Using her ultra-long magical hair, Es'tra became known as Entrapta for her ability to capture enemies. Her arms, legs and torso are made of the shiniest gold in all of Etheria. Her hair is pink and purple and the longest of anyone in the land. When She-Ra or her friends come near to see the shiny gold of Entrapta, she traps them in her ultra long hair! She remained with Hordak after he abandoned Etheria for his original goal – the magiks of Eternia, enough power to take command of the entire Horde Empire!

VINTAGE VAULT The vintage Entrapta figure (*right*) was released as part of the Princess of Power toyline's second wave in 1986. Unlike most of the POP characters in MOTUC, Entrapta's figure looked more like her vintage action figure predecessor than her Filmation POP animated appearance. The detailing on her bodice, her belt, her two-tone skirt, and her gold boots and gloves came right from the vintage figure, while her headband and raised collar looked more like her animated appearance.

HAIR TODAY Entrapta's hair had four points of articulation: two swivel-hinge joints near the skull, and two swivel joints near the end of each ponytail.

MOTUC #156 • AFFILIATION The Evil Horde • SUBSCRIPTION Club Etheria 2014 • PRICE $25
ORIGINAL FIGURE RELEASE MattyCollector.com (September 16, 2014) • RELEASE TYPE Carded Figure

SHIELD ME Like her vintage counterpart, Entrapta came armed with a purple version of the She-Ra shield, complete with inset purple "jewel." Unlike her vintage figure, she did not come with a comb.

THE SHAPING STAFF Entrapta's second accessory was the Shaping Staff, a magical staff used by Evil-Lyn in a plot to conquer Castle Grayskull in the second episode of the Filmation *He-Man and the Masters of the Universe* animated series. The official bio for the staff can be found on page 594.

STUCK ON YOU Entrapta shipped with a bonus sheet of Great Rebellion stickers. These stickers were produced for collectors who wanted to replace the "Princess of Power" stickers on the card bubbles of certain MOTUC action figures.

GALLERY

TRIVIA

The following copy was written for Entrapta's sales page on MattyCollector.com: "She never has a bad hair day… but her enemies might. In a first for a MOTUC figure, Entrapta arrives with articulated hair to help her ensnare adversaries. The final female Horde member also comes with a shield and 'The Shaping Staff' (from the 'He-Man' episode of the same name)."

Entrapta was the third figure released in 2014 Club Etheria as well as the subsciption's only villain.

One detail added to Entrapta that had never been a part of her previous designs was the addition of an Evil Horde logo on her chest.

Entrapta utilized the existing female shoulders, biceps, and hands, with She-Ra's feet and Frosta's lower legs.

Featured on Entrapta's cardback were Hordak, Shadow Weaver, Catra, Grizzlor, Adora, and Octavia.

ELDOR

Heroic Guardian of the Book of Living Spells

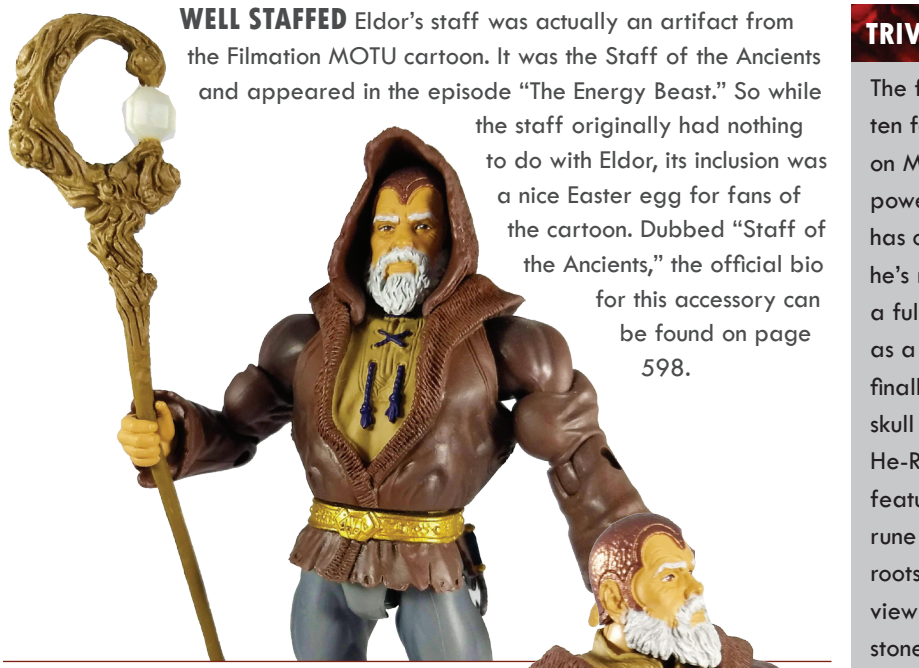
ACCESSORIES

REAL NAME R'tendril the Wise **BIO** The great sage and wizard of Preternia, Eldor arrived at a burning crater and discovered a Cosmic Warrior suffering from a strange techno virus with no memory of where he came from. Healing him in a mystic pool, Eldor inadvertently and unknowingly passed the warrior's techno infection to the entire magical planet. In gratitude for saving his life, the warrior agreed to become Eldor's student and help free Eternia from the Snake Men. Until his memory was restored, Eldor dubbed him "Gray" in honor of Eternia's brave king, and taught his apprentice to use a magic staff and the Book of Living Spells to defeat evil. Later Eldor used the secrets of Transformation to cast the Three Towers into Subternia, awaiting a time of great Kings; when the past and future would need to intertwine. Eldor uses his magic as a member of King Grayskull's Masters of the Universe!

THE POWERS OF GRAYSKULL In 1987, as sales of the vintage Masters of the Universe line were diminishing, Mattel planned to release a spin-off series called the Powers of Grayskull, the timeline of which would take place in Eternia's past. Two prototype figures — He-Ro and Eldor — were revealed, but the line was canceled and neither figure was ever released. The MOTUC line gave Mattel the opportunity to finally give both characters an action figure, with He-Ro released in 2009 and Eldor in 2014.

BOOKWORM Eldor's book accessory ("The Book of Living Spells") was hinged so that it could be opened. Doing so revealed two blank pages and a molded-on bookmark. There was also a clasp on the outside to hold it shut. The cover of the book featured both the He-Ro and He-Man symbols. The official bio for the Book of Living Spells can be found on page 584.

MOTUC #157 • AFFILIATION Preternian Heroic Warriors **• SUBSCRIPTION** Club Eternia 2014 **• PRICE** $25 **• ORIGINAL FIGURE RELEASE** MattyCollector.com (October 15, 2014) **• RELEASE TYPE** Carded Figure



WELL STAFFED Eldor's staff was actually an artifact from the Filmation MOTU cartoon. It was the Staff of the Ancients and appeared in the episode "The Energy Beast." So while the staff originally had nothing to do with Eldor, its inclusion was a nice Easter egg for fans of the cartoon. Dubbed "Staff of the Ancients," the official bio for this accessory can be found on page 598.

UNDER THE HOOD Eldor's hood was a separate piece from his cloak and was removable, revealing a bronze-colored skullcap underneath.

STUCK ON YOU Eldor shipped with a bonus sheet of faction stickers. Never before in the line had the Evil Warriors or Heroic Warriors been given a faction sticker on their card bubbles, and so these newly-designed logo stickers were created for those collectors who liked to designate which faction each of their figures belonged to.

GALLERY

TRIVIA

The following copy was written for Eldor's sales page on MattyCollector.com: "This powerful Preternian wizard has cast his greatest spell… he's resurrected himself as a fully articulated 6" figure! Previously seen only as a prototype in the 1987 Mattel catalog, Eldor finally appears to complete the Powers of Grayskull duo, taking his place alongside the 2009 He-Ro figure. This long-awaited vintage character features details including a ram stone belt buckle, rune stones, and a spell pouch brimming with leak roots. He comes with a removable hood for full viewing of his wizard cap, wizard staff, unlit spell stone, and the all-important Book of Living Spells (the Book of Transformation)."

Eldor's face was sculpted to resemble Eric Treadaway of Four Horsemen Studios, the team behind the sculpting of MOTUC. Additionally, Treadaway's wife's and children's initials could be found on Eldor's staff and belt.

Featured on Eldor's cardback were Preternia Disguise He-Man, He-Ro, Rattlor, Snake Face, and King Hssss.

SWEET BEE
Honey of a Guide

ACCESSORIES

REAL NAME Beatrice Castle **BIO** Enhanced by the magic of Castaspella, Beatrice gained the ability to fly through the air like a bee. As a honey of a friend to She-Ra, Sweet Bee became a trusted guide to the good folks of Etheria. She joined the Great Rebellion using her sky borne vantage point to spy on the Evil Horde. After Hordak found a magical passage to Eternia, Sweet Bee followed him there along with other members of the Great Rebellion, allying themselves with the renegade Masters of the Universe. Beatrice later fought in the Second Ultimate Battle Ground and led a brigade of special forces made up of both Avian and Andreenid aerial agents. Her squad fought an assault against Viper Tower helping to defend it from a fleet of attacking Rotons. As beautiful as she is fast, Sweet Bee flies ahead to report on enemy movements for her allies.

VINTAGE VAULT The vintage Sweet Bee figure (*right*) was released as part of the Princess of Power toyline's second wave in 1986. The figure came armed with a yellow shield and comb. The MOTUC Sweet Bee figure's choker, boot, and belt detailing were all nods to her vintage action figure, while her overall coloring, hairstyle, and the detailing on her chest harkened back to her Filmation *She-Ra: Princess of Power* animated design, as did her alternate, helmeted head.

GALLERY

MOTUC #158 • AFFILIATION The Great Rebellion **• SUBSCRIPTION** Club Etheria 2014 **• PRICE** $25
ORIGINAL FIGURE RELEASE MattyCollector.com (October 15, 2014) **• RELEASE TYPE** Carded Figure

TAKING FLIGHT Sweet Bee's semi-translucent pink wings were articulated, although they were restricted quite a bit by her hair. Her wings could also be removed.

SHIELD ME Like her vintage counterpart, Sweet Bee came armed with a yellow version of the She-Ra shield, complete with inset yellow "jewel." Unlike her vintage figure, she did not come with a comb.

STING LIKE A BEE Sweet Bee's other accessory was her "bee" gun, which was a newly created piece for the figure and had not previously appeared with the character in any media.

COVER ME Sweet Bee came with an alternate, helmeted head, which was based on the helmet she wore in the Filmation POP cartoon.

ALTERNATE VIEWS
Sweet Bee utilized the standard female shoulders, biceps, hands and upper legs, with She-Ra's bracers and Double Mischief's boots. Her head(s), upper torso, belt/skirt, and wings were completely new.

TRIVIA

The following copy was written for Eldor's sales page on MattyCollector.com: "This high-flying friend to She-Ra arrives with a message for the Evil Horde… buzz off or prepare to feel the sting of her blaster! Sweet Bee comes complete with shield, bee gun, and removable articulated wings for her classic look. She also includes a second 'helmet' head inspired by her extraterrestrial origins from the Filmation series."

Sweet Bee was the fourth of seven figures released in 2014 Club Etheria. While technically not a sub-exclusive figure, Sweet Bee was not made available for retail sale to non-subscribers upon her initial release.

Because the figure's long hair wrapped around her wings, her unhelmeted head could not be removed without first removing the wings.

Featured on Sweet Bee's cardback were Bow, Glimmer, Netossa, and Bubble Power She-Ra.

LIGHT HOPE

Magical Protector of the Crystal Castle

ACCESSORIES

REAL NAME Lord Ry'Gus Hope **BIO** In return for giving up his form, Lord Hope was blessed with great power by the Overlords of Trolla. He was tasked to bring relief to those trapped in the dark dimension of Despondos. Settling on the small planet of Etheria, he became known as Light Hope and turned the planet into a garden of good in an otherwise evil reality. Light Hope built a great fortress known as the Crystal Castle, offering it as a symbol to protect the magic of Etheria from the growing forces of evil. It was also Light Hope who prophesied that one day the Sword of He would be wielded by the Twin Warriors of Destiny and they in turn would end the tyranny of the Horde Empire. To ensure this came to pass, the Overlords declared that the sword would be cloned so that each Twin could harness the Power equally. Light Hope infused the cloned sword with the Stone of Protection, becoming the sword's guardian and safeguarding the secrets of its wielder – She-Ra, the Princess of Power!

CARTOON CORNER

A pivotal character in Filmation POP cartoon, Light Hope served as the sagely counterpart to He-Man's Sorceress, but was only ever depicted as a disembodied voice and a shimmering column of light. In order to properly bring him into the Masters of the Universe Classics line, the Four Horsemen had to design an all-new look for the character.

ALTERNATE VIEWS

Light Hope utilized the standard male torso, shoulders, biceps, hands, and upper legs along with Bow's boots.

MOTUC #159 • AFFILIATION The Great Rebellion **• SUBSCRIPTION** Club Etheria 2014 **• PRICE** $25
ORIGINAL FIGURE RELEASE MattyCollector.com (October 15, 2014) **• RELEASE TYPE** Carded Exclusive Figure

DESIGN INSPIRATION Light Hope's crown was a recreation of the Filmation Crystal Castle exterior (as well as being a nod to She-Ra's tiara), and his design also featured rock shapes from the vintage castle playset as well as the rounded patterning from some of the interior rails and accessories. Additionally, he sported deep red gems like the cartoon castle, and his white clothes recalled the clouds surrounding the vintage playset.

WELL STAFFED Light Hope's staff, which was topped with a gold recreation of the Crystal Castle, featured a rod that was cast in translucent plastic.

RIGHT THROUGH YOU Light Hope's head, torso, and portions of his limbs and armor were made of a semi-translucent plastic, with the body having a distinctly pink hue.

GALLERY

TRIVIA

The following copy was written for Light Hope's sales page on MattyCollector.com: "It's like catching lightning in a bottle! Thanks to the magic of the Four Horsemen, the enchanted spirit of the Crystal Castle has been sculpted into a fully articulated 6" figure. Light Hope, the mystical mentor to She-Ra, is cast in translucent plastic with a pink wash, and comes complete with removable armor and Crystal Castle Staff."

Light Hope was the exclusive figure of 2014 Club Etheria. Only collectors who purchased the entire sub received this figure, who was never given an individual retail release.

Light Hope was the third previously-unseen character (after Horde Prime and the Unnamed One) to receive a figure in Masters of the Universe Classics.

Featured on Light Hope's cardback were Orko, the Sorceress, Flutterina, Sea Hawk, and Glimmer.

TUNG LASHOR

Evil Snake Men Creature with the Venomous Tongue

REAL NAME Kasssher **BIO** Armed with a quick licking tongue that shoots out to reach enemies in battle, Tung Lashor infects his foes with a dose of vile venom. Although he is loyal to King Hssss he was brainwashed by Evil-Lyn into serving the Overlord of Evil for a time being. Tung Lashor is extremely brutal creature, more openly vicious than other Snake Men but still cowers before King Hssss like all the others. He likes to lash his tongue at just about anything - even his comrades to shake them up once in a while. Like Rattlor, Tung Lashor eventually became a member of the Evil Horde after he was passed over for promotion in favor of Kobra Khan. Flickering his forked tongue, Tung Lashor stuns his foes with his venomous lick.

VINTAGE VAULT The vintage Tung Lashor figure was released as part of the original series' fifth wave in 1986. The figure came armed with a staff and crossbow.

UPDATED The MOTUC version of Tung Lashor was a faithful update of its vintage predecessor, with very few design deviations. The most noteworthy differences were the addition of teeth protruding from the figure's extended tongue (inspired by his 200x redesign and subsequent mini-statue), the painted black toenails, and the removal of the dial on the figure's back.

ACCESSORIES

GALLERY

MOTUC #160 • AFFILIATION The Snake Men **• SUBSCRIPTION** Club Eternia 2014 **• PRICE** $25
• ORIGINAL FIGURE RELEASE MattyCollector.com (November 17, 2014) **• RELEASE TYPE** Carded Figure

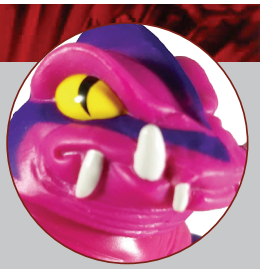
CAN'T HOLD HIS LICKER The vintage Tung Lashor figure had a tongue that could be extended or retracted via a dial on the figure's back. In order to replicate this action figure, the MOTUC Tung Lashor was given two heads — one with a closed mouth, and another with an open mouth, tongue extended.

WELL STAFFED Just like its vintage predecessor, MOTUC Tung Lashor came armed with a purple version of King Hssss' staff.

DON'T CROSS ME Tung Lashor's second accessory was an update of his vintage dragonfly crossbow.

LOYALTIES Tung Lashor made six appearances in the Filmation POP cartoon, where he was typically depicted as a member of the Evil Horde. As a nod to this secondary affiliation (which was also mentioned in his figure card bio), the Tung Lashor figure came wearing a Horde arm band.

TRIVIA



The following copy was written for Tung Lashor's sales page on MattyCollector.com: "His enemies wish this sinister servant of King Hssss would hold his tongue, but they're about to feel the sting of his scorn! Adding to the evil army of Snake Men, Tung Lashor comes complete with a vintage-style dragonfly crossbow and snake staff. He's ready to strike with two interchangeable heads, one with tongue in and one with tongue out, to recreate the vintage tongue extending action feature."

Tung Lashor utilized the standard male shoulders, biceps, furry loincloth, and upper legs, along with Demo-Man's calves. His head(s), gloves, hands, torso, and feet were entirely new sculpts.

A second figure of Tung Lashor, based on his appearance in the Filmation POP cartoon, was later released by Super7 in the Club Grayskull line.

Featured on Tung Lashor's cardback were King Hssss, Snake Face, Kobra Khan, Rattlor, and Battle Armor He-Man.

ARROW

True Blue Horse Flies Bow to Victory

REAL NAME Arrow **BIO** Loyal steed of Etherian bowman Kyle Reccula, Arrow was trained from birth to soar into battle at a moment's notice. Serving Bow with utmost loyalty, Arrow carries not only his master but several quivers full of magical arrows, each with their own unique properties. He carried Bow into many great battles both on Etheria and later on Eternia after several members of the Great Rebellion followed Hordak through the Laser Gate to aid the Masters of the Universe. During the Second Ultimate Battleground Arrow saved the lives of many heroic warriors with his swift moves through the air and on the ground.

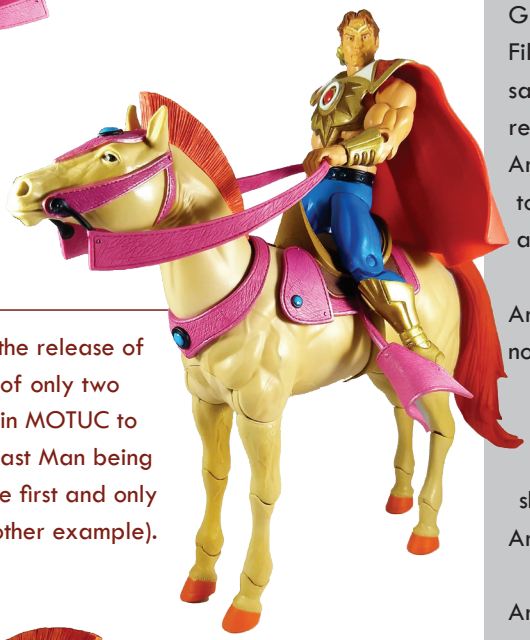
VINTAGE VAULT The vintage Arrow figure was released as part of the original Princess of Power toyline's first wave in 1986. The blue horse featured a removable saddle with wings and rooted hair at the mane and tail. The figure had zero articulation.

HORSE OF A DIFFERENT COLOR The vintage Arrow figure was blue (thus explaining his tagline, "True Blue Horse Flies Bow to Victory"). Like Swiftwind before him, however, Mattel opted to follow Arrow's Filmation POP cartoon design when it came to his MOTUC release. In the cartoon, Arrow was a cream-colored horse with a short orange mane and no wings.

GALLERY

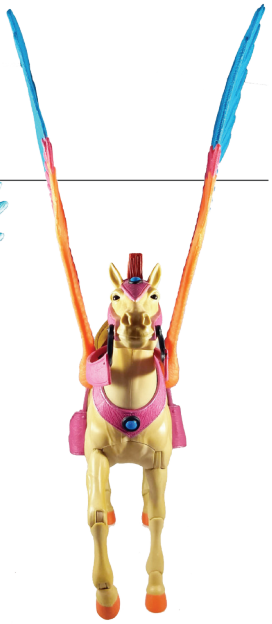
MOTUC #161 • AFFILIATION The Great Rebellion **• SUBSCRIPTION** Club Eternia 2014 **• PRICE** $35 **• ORIGINAL FIGURE RELEASE** MattyCollector.com (November 17, 2014) **• RELEASE TYPE** Beast Figure

TAKING FLIGHT Arrow came with two "plugs" that fit into the holes where the wings attached, allowing for a more convincing transition between horse and pegasus (unlike Swiftwind, who was left with permanent holes when his wings were removed). Since Arrow didn't have wings in the Filmation POP cartoon, the figure's wings were colored similarly to the wings on the vintage Arrow action figure.



BOW AND ARROW With the release of Arrow, Bow became one of only two secondary characters in MOTUC to receive a steed (Beast Man being the first and only other example).

A HORSE IS A HORSE Arrow obviously utilized a lot of Swiftwind's existing parts, but he was given a new head, neck, and saddle (complete with stirrups).



TRIVIA

The following copy was written for Arrow's sales page on MattyCollector.com: "Every Arrow belongs with a Bow… this winged horse carries his master into glorious battle in service of the Great Rebellion! Based on his appearance in the Filmation series, Arrow comes with removable saddlebags that attach to his sides, and optional removable wings. Most 6" MOTUC figures can ride Arrow, but he belongs with his true master, Bow, as together they brave battles in the Great Rebellion and on the Second Ultimate Battleground!"

Arrow's headgear and bridle were not removable, nor was the decorative collar around his neck.

While the vintage Princess of Power line saw the release of eight different horse figures (all sharing the same mold), only two of them — Arrow and Swiftwind — were released in MOTUC.

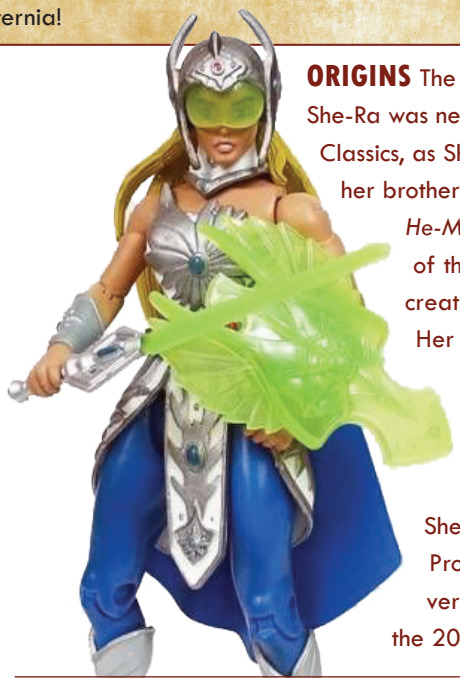
Arrow made his animated debut in the very first episode ("Into Etheria") of *She-Ra: Princess of Power* and went on to appear in 19 episodes total. In the series bible, he was named Streak. In early drafts of the first episode's script, he was referred to first as Firehoof, then as Allegro.

Featured on Arrow's cardback were Bow, Adora, Castaspella, Jewelstar, Tallstar, and Starla.

SHE-RA
Galactic Protector

ACCESSORIES

REAL NAME Adora of the House of Randor **BIO** After years of fighting the Space Mutants and Horde Empire, the Protectors drew a truce with Skeletor to stop Horde Prime once and for all. After He-Man and Skeletor were blasted by Prime's vortex beam, She-Ra was left alone against his might. Calling upon the Honor of Grayskull, She-Ra sapped magiks from Prime's armor, ending the spell that prolonged his and all Horde members' extended life spans. In an exception to her policy to protect all life, Adora smote Prime's body against his own throne, forever ending the threat of the Horde Empire! But in doing so, Prime's evil soul lashed out at her, binding itself to her armor. Overwhelmed by darkness, She-Ra once again became Despara, the evil warrior-queen persona she originally created under Shadow Weaver's spells. Unleashed again, Despara resurrected Skeletor and helped bring about the Fall of Eternia!



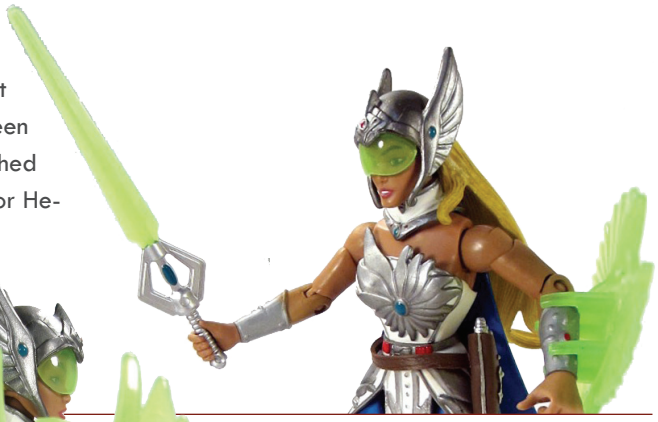
ORIGINS The concept of a "Galactic Protector" She-Ra was new with Masters of the Universe Classics, as She-Ra never appeared alongside her brother in the 1990 *New Adventures of He-Man* cartoon. Introducing this version of the character allowed Mattel to create an all-new design for She-Ra. Her silver and blue deco mirrored Galactic Protector He-Man's gold and blue deco quite well, while the patterns on her costume also harkened back to the vintage She-Ra figure. Creating a Galactic Protector She-Ra also gave Mattel a version of the character to include in the 2014 Club Etheria subscription.

EYE PROTECTION

She-Ra's visor, which was made of translucent green plastic, was removable. The visor simply slipped in place under the rim of her helmet.

MOTUC #162 • AFFILIATION Galactic Protectors **• SUBSCRIPTION** Club Etheria 2014 **• PRICE** $35
• ORIGINAL FIGURE RELEASE MattyCollector.com (November 17, 2014) **• RELEASE TYPE** Carded Figure

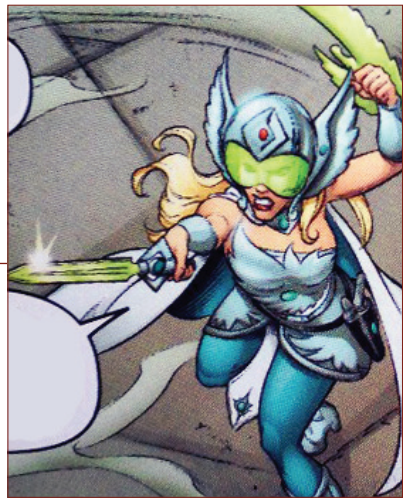
WELL ARMED She-Ra came with a sword cast in translucent green plastic that matched Galactic Protector He-Man's sword.



SHIELD ME She-Ra's shield, which had an eagle motif, was also cast in translucent green plastic.

GUNS OUT She-Ra's gun and holster (which was removable) were first released with the Adora figure.

STORAGE SPACE There was a slot on the back of She-Ra's cape for storing her sword. Her cape and collar piece were removable (after first popping off the figure's head), but her helmet was not.



READ ALL ABOUT IT The Galactic Protector version of She-Ra made her debut in the mini-comic "He-Man & Skeletor! Their Final Battle!," which shipped with the Unnamed One figure in March of 2014.

TRIVIA

The following copy was written for Galactic Protector She-Ra's sales page on MattyCollector.com: "Her quest to protect Eternia doesn't stop at the edge of the universe, so the Princess of Power takes the fight wherever the threat exists! In honor of the 30th Anniversary of She-Ra, this brand new version designed by the Four Horsemen joins 2013's New Adventures He-Man and 2014's New Adventures Skeletor. Together they form a trio of awesome action opportunities! She-Ra comes with New Adventures-style sword of protection, snap-on energy shield, removable blaster with holster, and an awesome space helmet with removable goggles."

This version of She-Ra utilized the standard female shoulders, biceps, hands, and upper legs, as well as Bubble Power She-Ra's bracers and boots.

Pictured on Galactic Protector She-Ra's cardback were Galactic Protector He-Man, Hydron, Slush Head, Flogg, and Intergalactic Skeletor.

BATTLE RAM
Mobile Launcher

BIO The wheels of the Battle Ram churned dirt and soot into the air as it rolled across the Dark Hemisphere. Geysers of scarlet magma spewed from the sulfurous fissures which dotted the treacherous terrain. Small reptillian creatures, startled by the massive vehicle's approach, scrambled to get out of its way. Squinting, Man-At-Arms pressed on. He would not rest until his friend Lizard Man was saved from the terrible fate Beast Man had in store for him. He considered detatching the Sky Sled, but opted for a more direct approach when he saw that Lizard man was manacled to one of the mountain's outcroppings. There, a vicious monster from Eternian legend loomed over the reptillian hero, saliva dripping from its ravenous maw. Duncan gritted his teeth and whispered, "Zuva-Rex." Without hesitation, Man-At-Arms fired a searing laser blast at the beast. The Zuva-Rex stumbled, through it was only momentarily stunned. Furious, it turned its hateful gaze on Man-At-Arms. Duncan merely smirked in return, then launched a battering ram directly at the monster...

(CONTINUED IN WAR SLED BIO, PAGE 583)

VINTAGE VAULT The Battle Ram (*left*) was the very first vehicle released in the vintage Masters of the Universe toyline, coming out in the first wave in 1982. The four-wheeled vehicle could carry two figures, featured a spring-loaded missile launcher, and had a front end that could detach to become the flying "Sky Sled."

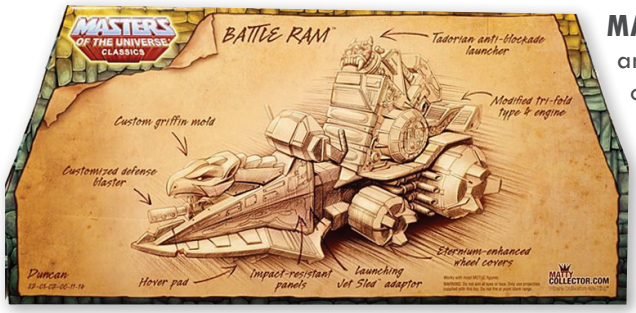
SPLITS Just like the vintage toy, the MOTUC Battle Ram could be split in two, with the front end becoming the Jet Sled (or "Sky Sled," as it was called in the vintage toyline).

MOTUC #163 • AFFILIATION None • SUBSCRIPTION N/A • PRICE $110
ORIGINAL RELEASE MattyCollector.com (November 17, 2014) • RELEASE TYPE Boxed Vehicle and Figure

IT TAKES TWO There was room on the Battle Ram for two riders, with control panels and handles for both, as well as foot pegs to keep the standing rear rider in place. The red missile launched with the push of a button, just like the vintage toy.

TAKE TWO The Battle Ram's Jet Sled featured an evil serpent's head, while the previously-released, stand-alone Jet Sled featured a heroic griffin head. Both were compatible with the Battle Ram.

IT FIGURES The included Man-At-Arms figure featured a new, unhelmeted head sculpt with ponytail, a look he sported frequently in the 200x MYP MOTU cartoon. The figure was otherwise made with existing Man-At-Arms parts, the right arm and shoulder armor from the Palace Guards, and Skeletor's boot tops. An official bio for this version of Man-At-Arms (dubbed "Reawakened Man-At-Arms") was revealed on He-Man.org on January 5, 2020 and can be found on page 592.



MAN-AT-WORK The artwork on the back of the Battle Ram box was "signed" by Duncan, indicating that this sketch was actually drawn by Man-At-Arms.

TRIVIA

The following copy was written for the Battle Ram's sales page on MattyCollector.com: "Sometimes you have to move mountains to protect your planet… make it happen with the Battle Ram. This all-new fan-demanded vehicle comes complete with real rolling wheels and a projectile launcher, and will accept most MOTUC figures in the driver seat or on the back handle grips. The front Snake Head Jet Sled piece detaches and is interchangeable with the Griffin Head front piece from the 2013 Sky High with Jet Sled set. Now collectors can recreate the true vintage Battle Ram! Also included is an all-new version of Man-At-Arms featuring a 200X-inspired helmetless ponytail head, double arm armor, Filmation-style boots, mace, a pistol, and a snap-on sword. Parts can be mixed and matched with the 2009 Man-At-Arms and the 2012 Snake Man-At-Arms figures."

The vintage Battle Ram relied heavily on stickers for its coloring and details, but all of these stickers were converted into raised reliefs with paint detailing for the MOTUC version.

The mace, pistol, and sword had been previously released with the original Man-At-Arms figure, while the silver mace was originally released with the Eternian Palace Guards.

The Battle Ram bio (*see previous page*) was revealed on He-Man.org on January 27, 2020. The serpent-headed version of the Sky Sled, dubbed the "War Sled," was revealed on He-Man.org on February 3, 2020 (*see page 592*).

GWILDOR

Heroic Creator of the Cosmic Key

REAL NAME Gwildor **BIO** A Vejulian Gwitthrol Troll from Tundaria, Gwildor stood out in his clan for his great intellect and curiosity. Sent to study in Eternos, he attended Grimhammer University and studied under many great Eternian inventors, archeologists and magicians. Settling in a small village near Paleezea, Gwildor lived a solitary life until he created his greatest invention, the Cosmic Key, a device that could harness Universal Energy to open portals in space. Combined with the Magic of Central Tower, the Key could also be used to move through time itself. Hunted for his creation, Gwildor was forced to activate the cosmic key to escape to Earth! Eventually faking his own death, he traveled forward in time to a period when Temporal Travel was protected by powerful agents and his life would no longer be in constant danger.

VINTAGE VAULT The vintage Gwildor action figure (*right*) was released in the original toyline's sixth wave in 1987 and came armed with the Cosmic Key.

SILVER SCREEN Gwildor was a character created for the 1987 live-action *Masters of the Universe* movie. He was the second of the movie figures to be released in MOTUC (the first being Blade nine months earlier) and was followed by Saurod in 2015 and Karg in 2018.

ACCESSORIES

GALLERY

MOTUC #164 • AFFILIATION Heroic Warriors • SUBSCRIPTION Club Eternia 2014 • PRICE $35 • ORIGINAL FIGURE RELEASE MattyCollector.com (December 15, 2014) • RELEASE TYPE Carded Figure

THAT'S THE KEY Gwildor came packaged with two versions of the Cosmic Key. The smaller, hand-held version was the same accessory that shipped with Preternia Disguise He-Man, repainted in vintage toy colors.

TWICE AS NICE The "prototype" version of the Cosmic Key was larger than the first and was designed to more accurately reflect the on-screen look of the device.

WELL STAFFED Gwildor's third accessory was his staff, which was based on the weapon he carried in the movie.

SIZE MATTERS Gwildor was one of the shortest single-carded figures in the line, measuring about 3.5" tall.

COSMIC KEY

The Ultimate Invention

Designed by the brilliant inventor Gwildor, the Cosmic Key could tap into the harmonic frequencies of the universe to create portals across time and space. During a fight to possess it, He-Man and Skeletor were accidentally transported to alien worlds across the universe, from the lifeless metal gears of Robotica to the hot wilderness of the African Serengeti. While Skeletor tried to crush his foe with a stampeding herd of elephants, He-Man made allies of a brave tribesman and a mighty lion. Though they returned to Eternia with He-Man victorious, the Sorceress considered the key too dangerous to leave in the open, so for years she stored it within Castle Grayskull while Gwildor went into hiding. He-Man's son Prince Dare later learned the Key could access corridors between dimensions, and that a prototype had enabled the Unnamed One to break the last barrier trapping him in the Nameless Dimension. A future faction called the Time Agents finally used the Cosmic Key to protect the universe from threats by time-traveling wizards and rogues.

TRIVIA

The following copy was written for Gwildor's sales page on MattyCollector.com: "He cleverly created the Cosmic Key… and inadvertently aided the enemies of Eternia! This time-traveling Thenurian is based on the character from the 1987 movie. Good-hearted Gwildor transports himself into the MOTUC lineup with his walking staff and two cosmic keys, one in the vintage toy colors and the other based on the movie."

Gwildor had limited articulation: the standard ball-jointed neck, ball shoulders, hinge-and-swivel elbows, swivel wrists, hinge hips, boot twists, and hinged ankles. His leg articulation was hindered by his robes.

To cover the cost of Gwildor's all-new tooling, Mattel released him on an oversized card and charged $35 for the figure when regular figures still cost $25.

Pictured on Gwildor's cardback were the Goddess, King He-Man, The Mighty Spector, Clamp Champ, Horde Prime, and a Horde Trooper.

MERMISTA
Mermaid Friend of She-Ra

ACCESSORIES

REAL NAME Elaysia **BIO** Water maiden of Etheria, Mermista loves to spend time on both land and sea but makes her home in the hidden Crystal Falls. She has the power over water and all creatures of the sea. From thunderous crashing waves to gentle life-giving streams, are all within her power. She also has the power to spray magical waters at her foes. Equally happy to frolic beneath the pale blue sky or swim the depths of the deep blue sea, she is happiest when she visits She-Ra and her friends. When the Horde threatens to spoil the fun, Mermista mist-i-fies her foes with her magic spraying necklace. During the Second Ultimate Battleground she was confronted by the evil Mer-Man of Eternia and was forced to behead him with his own trident to protect her life. Mermista prefers peace, but when evil arises, this warrior maiden of the sea will fight to protect her friends.

VINTAGE VAULT The vintage Mermista action figure (*right*) was released in the Princess of Power toyline's second wave in 1986. The figure, which came equipped with a green shell backpack, comb, and shield, featured a body stocking that covered her legs, simulating the look of a mermaid's tail. While the MOTUC Mermista figure's belt and necklace designs followed the look of the vintage action figure, her hair, face, and bracer designs adhered very closely to her look in the Filmation *She-Ra: Princess of Power* cartoon.

THAR SHE BLOWS

Mermista came equipped with a shell horn, which was based on the green shell backpack included with her vintage action figure.

MOTUC #165 • AFFILIATION The Great Rebellion **• SUBSCRIPTION** Club Eternia 2014 **• PRICE** $25 **• ORIGINAL FIGURE RELEASE** MattyCollector.com (December 15, 2014) **• RELEASE TYPE** Carded Figure

SHE KNOWS HOW TO USE THEM > Unlike the vintage figure, which sported a fishtail "stocking" that slipped over the figure's legs, MOTUC Mermista came with a swappable lower body to replicate both her mermaid and her "human" forms.

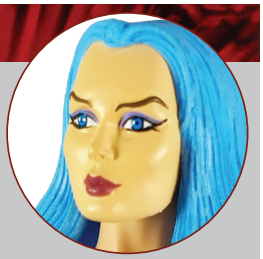
< TAKING A STAND Mermista came equipped with a stand, made of translucent plastic, which clipped onto the back of her tail, allowing the figure to stand while in mermaid form. It was designed to be mostly hidden when the figure was viewed from the front.

SHIELD ME Just like the vintage action figure, Mermista came armed with a green version of the She-Ra shield with an inset green "jewel."

HANG TEN One of Mermista's more subtle and clever design elements was her hair, which was sculpted to look like waves of water.

ALTERNATE VIEWS Mermista utilized the standard female shoulders, biceps, hands, upper legs, and feet. All other pieces were newly sculpted.

TRIVIA



The following copy was written for Mermista's sales page on MattyCollector.com: "She's no chicken of the sea: this mighty mermaid bravely fights with She-Ra and the rebels of Etheria. She has quite a tale to tell… and quite a tail. The princess of Salineas stands strong with a set of legs, and also arrives with an interchangeable articulated tail and posing stand. She comes ready for action with her vintage-style sand ram horn and shield."

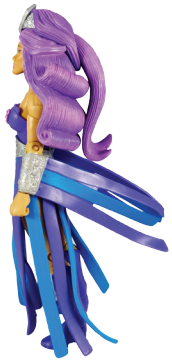
Glitter was mixed into the paint used on Mermista's tail, giving the figure's lower half a sparkly, "wet" look.

The figure's tail articulation included a hinge below the waist (allowing for seated poses), a hinge and swivel joint at the "knees," as well as a hinge and swivel joint above the fin.

Pictured on Mermista's cardback were Bow, Glimmer, She-Ra, Frosta, Castaspella, and Mer-Man.

SPINNERELLA

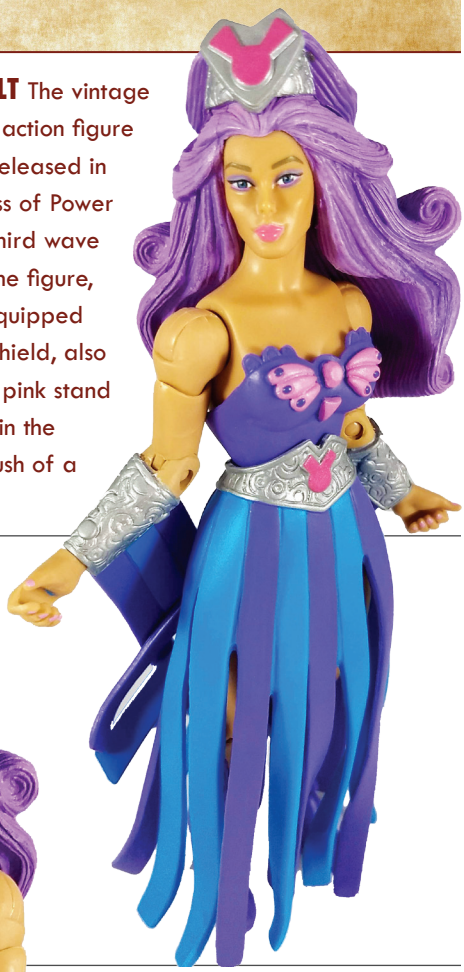
Dizzying Defender



ACCESSORIES

REAL NAME Cynthia **BIO** With the power to travel very fast across the ground, Spinnerella is very flighty and often confused as one would expect from somebody who travels as she does. She always spins round and round much like a powerful whirlwind. She is totally faithful to She-Ra and honest with everyone she meets. The Great Rebellion calls on Spinnerella to deliver important messages to their loyal friends. She has a spiral fringe skirt and long turquoise and lavender spirals which hang from her cuffs. When she whirls through Etheria these decorations whip around to knock down all who come near!

VINTAGE VAULT The vintage Spinnerella action figure (*left*) was released in the Princess of Power toyline's third wave in 1987. The figure, which was equipped with a pink shield, also came with a pink stand that would spin the figure with the push of a lever.



DESIGN DECISIONS The MOTUC Spinnerella's headdress, silver belt and bracers, and two-tone tassels were all clearly inspired by her vintage action figure, while the shape of the figure's hair and the design of her face harkened back to her Filmation POP appearance.

MOTUC #166 • AFFILIATION The Great Rebellion **• SUBSCRIPTION** Club Etheria 2014 **• PRICE** $30
• ORIGINAL FIGURE RELEASE MattyCollector.com (December 15, 2014) **• RELEASE TYPE** Carded Figure

YOU SPIN ME RIGHT ROUND The vintage Spinnerella figure came with a base that would make the figure spin, causing her fabric tassels to fly. The MOTUC version did not come with a spinning base, and her tassels were made from sculpted plastic.

SHIELD ME Like her vintage predecessor, MOTUC Spinnerella came with a pink version of the She-Ra shield, although the sculpt of her bracers and tassels made it difficult to clip the shield in place.

WELL-ARMED Spinnerella's other accessory was a repainted version of the spear that came with the Goddess figure.

HAIR TODAY The vintage Spinnerella action figure sported a tiara and top knot that her animated design lacked. In order to replicate both looks, the figure's tiara and top knot were removable. This part was held in place by a separate ponytail piece that plugged into the back of the figure's head.

GALLERY

TRIVIA

The following copy was written for Spinnerella's sales page on MattyCollector.com: "Round and round and round she goes, wherever she stops, watch out, 'cause it's bad news for enemies of the Great Rebellion! Any way you spin it, she's one of the most long-awaited and fan favorite figures. She finally joins gal pal Netossa and the rest of the rebels ready to defend Etheria. Her trademark skirt features double sided ribbons for maximum whirlwind effect, and she arrives with her classic POP shield and Goddess spear."

Due to the cost of the individual paint applications to Spinnerella's tassels, the figure retailed for $30, which was $5 more than other figures at the time.

Spinnerella utilized the standard female shoulders, biceps, hands, and feet, as well as Flutterina's bodice and boots.

Pictured on Spinerella's cardback were Jewelstar, Tallstar, Starla, She-Ra, and Frosta.

LOO-KEE

Hides and Sees All in Etheria

ACCESSORIES

NONE

REAL NAME Petraut Edeltran **BIO** Loo-Kee is a humorous Etherian cherub imp from deep within Whispering Woods. He travels throughout Etheria and watches out for She-Ra and her friends. He is always on the side of the forces of good yet never participates in an open conflict. His powers were bestowed by Light Hope allowing him to hide out and alert his friends to danger. He enjoys telling stories with morals to ensure a tale's full value and clarity is understood by all. Watch out! You never know where he might be hiding!

DO YOU SEE ME?! Kowl and Loo-Kee, packaged together on a single card, were released as the "chase" figure of 2014. Like the Spirit of Hordak in 2013, Kowl and Loo-Kee would sporadically and unexpectedly show up for sale on MattyCollector.com throughout the year and then disappear again. While this method of releasing figures was received with criticism and frustration among collectors, at least it fit well with Loo-Kee's shtick of hiding in every episode of the classic Filmation POP cartoon, only to show up at the end to ask viewers if they were able to find him.

VINTAGE VAULT The vintage Loo-Kee figure (*right*) was released in the Princess of Power toyline's third wave in 1987. The figure, which came equipped with a blue comb and brush, featured real fur and had wheels in his feet that would make his eyes shift as he was pushed along a smooth surface. For the MOTUC figure, however, the rather goofy look of the vintage toy was abandoned in favor of making Loo-Kee look much more like his classic animated design.

MOTUC #167A • AFFILIATION The Great Rebellion • SUBSCRIPTION N/A • PRICE $20 • ORIGINAL FIGURE RELEASE MattyCollector.com (2014) • RELEASE TYPE Carded Chase Figures

SIZE MATTERS Of the two figures, Loo-Kee was slightly taller (although to the tip of Kowl's ears, the figures were about the same height). Loo-Kee stood about knee-high to a regular MOTUC figure.

ALL NEW Loo-Kee was comprised of 100% new sculpting.

ALL NEW Due to his size, Loo-Kee was not very articulated. He had only four points total — neck, arms, and tail (all of them swivel joints). His legs were not articulated.

TRIVIA

At San Diego Comic-Con in July of 2013, Mattel ran a "Find Loo-Kee Contest." Every day of the convention, a Loo-Kee figure was hidden somewhere in the Mattel booth. The first SDCC attendee to snap a picture of Loo-Kee each day and post it in the MattyCollector.com forums would win a 2014 Masters of the Universe subscription valued at approximately $500.

The following copy was written for Kowl and Loo-Kee's sales page on MattyCollector.com: "Here he is! You found Loo-Kee! A member of the Conceals species, he's the 2014 'chase' figure along with Kowl, sidekick to Bow. These two important figures from the POP series are both approximately 2.5" tall, and feature head and arm articulation. Wise Kowl features the classic animated colors and arrives with a flying stand."

The holes in the bottoms of Loo-Kee's feet could be used to plug him onto Kowl's flight stand, but the end result looked rather awkward and did not balance at all.

KOWL
The Know-It Owl

ACCESSORIES

REAL NAME Kowl **BIO** Kowl, the know-it-all owl of Etheria is a great friend and ally to She-Ra. He can answer all questions asked of him. After his tribe was attacked by Horde invaders, he allied with the Great Rebellion and is a particular close friend of the arrow-man Bow.

COMPARISON TIME Kowl (in his yellow vintage toy colors) was first released in October of 2013 as part of Weapons Pak #4 (End of Wars Assortment). For this two-pack, he was recolored to match his look in the Filmation POP cartoon.

CARTOON CORNER The vintage Kowl figure (*right*) was released in the Princess of Power toyline's first wave in 1985. The figure was partially flocked and sported a "fortune telling" action feature, but the yellow color scheme of the toy did not match the more orange coloring of his animated appearance. As noted above, both colorations of Kowl were released in MOTUC.

MOTUC #167B • AFFILIATION The Great Rebellion • SUBSCRIPTION N/A • PRICE $20 • ORIGINAL FIGURE RELEASE MattyCollector.com (2014) • RELEASE TYPE Carded Chase Figure

BEST PALS > With some careful balancing, Kowl could be made to stand on Bow's shoulder, as he often did in the Filmation POP cartoon.

TRIVIA

When Kowl was first released in the fourth Weapons Pak, he was not given a bio. The omission was rectified by this two-pack, albeit with one of the shortest bios in the entire line at only three sentences total.

To the tip of his ears, Kowl stood about knee-high to a regular MOTUC figure.

< BIRD IN FLIGHT While Kowl's flight stand looked quite similar to the flight stands previously released with Orko, the Unnamed One, and Tri-Klops' Doomseeker, the base on Kowl's flight stand was wider than all of its predecessors, which gave it more stability, as was necessary considering how top-heavy the figure made it.

< THREE POINTS Due to his size, Kowl was not very articulated. He had only three points total — neck and arms (all of them swivel joints). His legs were not articulated.

An official bio for the yellow version of Kowl (dubbed "Brave Kowl — Hero of the Whispering Woods") was revealed on He-Man.org on May 13, 2019.

Pictured on Kowl/Loo-Kee's cardback were Bow, Netossa, Orko, She-Ra, and Glimmer.

ALTERNATE VIEWS > Featured here are turnaround images of the yellow version of the Kowl figure that was first released in Weapons Pak #4 (End of Wars Assortment).

BRAVE KOWL Hero of the Whispering Woods

When the Rebels ended the tyranny of the Evil Horde on Etheria, Kowl and Bow led great celebrations of song and revelry. However, villains such as the mysterious Volcano Magus continued their schemes against the forces of good. A demigod wizard from the Region of Volcanoes, he craved the nature magic of Whispering Woods. When he learned the Twiggets were inextricably linked to that magic, the Volcano Magus used his powers to petrify the former Rebels and kidnap Sprag, Spritina, and Sprocker in a plot to drain the energies of Whispering Woods from their very souls. Kowl, who escaped the petrification curse, pored over the spellbooks of Madame Razz and learned of a powerful Entrapment Gem which she hid in an old shoe. Upon touching the gem, Kowl's coloration changed to pale yellow, a result of the stone's mystical properties. Confronting the Volcano Magus, Kowl raised the Entrapment Gem and spoke in the ancient tongue of the First Ones. Before he could react, the Magus was sucked into the gem and trapped, breaking the curse he'd placed on the Rebels and freeing the kidnapped Twiggets.

LIZARD MAN

Heroic Cold Blooded Ally

ACCESSORIES

REAL NAME Gayn **BIO** Known as "Lizzie" by his friends, Lizard Man shares many attributes with his Reptile brethren but chooses to align with He-Man and the Masters of the Universe. Although he deals with discrimination due to his genetic connection with the cold-blooded Snake Men, he is good-humored and has a warm heart. With his agility, balance and fighting skills. Lizard Man is a devoted member of the Masters of the Universes, displaying his bravery whether fighting Skeletor's henchman or being tossed into the air to aid the speedy rescue of the Sorceress. With his strong, thrashing tail and light, agile body Lizard Man stealthily fights the forces of evil.

CARTOON CORNER Lizard Man was a character created for the Filmation *He-Man and the Masters of the Universe* cartoon. He made his debut in the episode "She Demon of Phantos" and subsequently appeared three more times, including a cameo in *He-Man & She-Ra: A Christmas Special*. In one of these appearances ("The Rarest Gift of All"), his skin and hood were brown and he wore glasses. He never received an action figure in the vintage toyline.

SAME AS Lizard Man re-used the shoulders, biceps, forearms, upper legs, and calves from Modulok. All of his other pieces were newly sculpted. Unlike most MOTUC figures, Lizard Man lacked ab crunch articulation.

HI THERE! Lizard Man's hands were made of semi-translucent green plastic, allowing light to pass through the webbing between his fingers.

MOTUC #168 • AFFILIATION Heroic Warriors • SUBSCRIPTION Club Eternia 2015 • PRICE $26 • ORIGINAL FIGURE RELEASE MattyCollector.com (January 15, 2015) • RELEASE TYPE Carded Figure

BONE TO PICK Both of Lizard Man's accessories were intended for Skeletor. This bone sword was a weapon Skeletor used in the Filmation MOTU cartoon.

DISAPPEARING ACT The Diamond Ray of Disappearance, from the Filmation MOTU cartoon episode of the same name, was Lizard Man's second accessory. Molded to fit in Skeletor's right hand, the gem portion of the accessory glowed in the dark. The official bio for the Diamond Ray was revealed on He-Man.org on June 10, 2019.

GALLERY

DIAMOND RAY OF DISAPPEARANCE

Cursed Ancient Artifact

The Diamond Ray of Disappearance was a talisman of considerable power created by the Overlords of Trolla as a magic key between dimensions. For centuries they used it to observe the multiverse, but when one of their own betrayed them, they used it to trap him in the Nameless Dimension. To prevent anyone from setting him free, they cast the diamond into space. Later, their betrayer the Unnamed One tried to recover the diamond with sorcery, but his effort was thwarted by one of the Cosmic Warriors, and the diamond fell to the planet Eternia, drawn to the planet's Star Seed. Determined, the Unnamed One sent his servant King Hssss to find the diamond, but the Viper Lord failed to locate it before his own defeat. Many centuries later, Skeletor sought to the Diamond Ray, which was known only for its power to make its victims disappear even though it actually transported them to the Nameless Dimension. He-Man destroyed the Diamond in a battle with Skeletor, unknowingly ending the Unnamed One's hope of recovering it in order to escape his prison.

TRIVIA

The following copy was written for Lizard Man's sales page on MattyCollector.com: "This righteous reptile-human hybrid may be cold-blooded, but he burns with dedication to the Masters of the Universe. Lizard Man doesn't hesitate to toss his tail into the fray to defend Eternia, and he's a worthy warrior when speedy stealth is needed. Finally arriving in the MOTUC lineup, he comes with a Filmation sword for Skeletor and the powerful Diamond Ray of Disappearance."

Beginning with Lizard Man in January of 2015, the prices of all standard carded figures in MOTUC was raised from $25 to $26.

The sculpt for Lizard Man's tail piece, which was not articulated, would later be re-used for the Saurod figure.

Pictured on Lizard Man's cardback were Mekaneck, Teela, He-Man, Clawful, and Man-At-Arms.

NINJA WARRIOR

Evil Ninja Master

ACCESSORIES

REAL NAME Unknown **BIO** Armed with nunchucks, a longsword and longbow, this awful assassin was summoned from another world by a spell of light to serve Skeletor on Eternia. His mission is to eliminate all of the Heroic Warriors one by one until He-Man no longer has any help in defending Eternia. This Ninja Warrior, sometimes called "Ninjor" by his foes, always moves with great speed, skills and silence. His true motivation however has been kept secret from all. Even while serving Skeletor, he reports back to his true master, Horde Prime, detailing Skeletor's weak points and how to exploit them. Ninjor appears out of nowhere to ambush Heroic Warriors!

VINTAGE VAULT The vintage Ninjor figure was released in the sixth wave of the original toyline in 1987. The figure came armed with a bow, sword, and nunchucks, featured a removable cloth shirt and hood, and had a spring-loaded right arm.

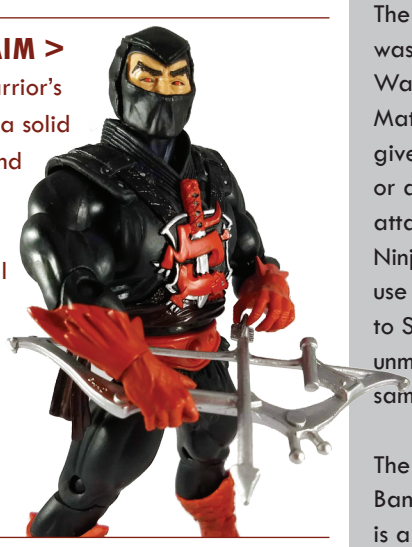
MODERN UPDATE For the MOTUC version of Ninja Warrior, the cloth shirt was dropped in favor of a removable sculpted plastic shirt. This allowed for additional detailing for the sash, collar, and shoulder straps. Additionally, the dagger and dragon on the figure's chest, which was simply a decal on the vintage figure, was updated with a combination of sculpting and paint to give it more depth and detail.

GALLERY

MOTUC #169 • AFFILIATION Evil Warriors **• SUBSCRIPTION** Club Eternia 2015 **• PRICE** $26
• ORIGINAL FIGURE RELEASE MattyCollector.com (February 16, 2015) **• RELEASE TYPE** Carded Figure

< EN GARDE Ninja Warrior came armed with updates of all of his vintage weapons, including this scimitar.

READY, AIM > Ninja Warrior's bow had a solid plastic (and therefore non-functioning) string, as well as a single permanently-attached arrow.



PLASTICS While the vintage Ninjor figure's nunchucks had silver handles and a real metal chain, the MOTUC figure's nunchucks featured black handles and a solid plastic chain.

STORAGE SPACE Ninja Warrior's removable quiver featured non-removable arrows and could store two of the figure's three weapons.

HEADS WILL ROLL Instead of a removable fabric hood, Ninja Warrior came with two swappable heads — one hooded, one not. The official bio for the unhooded head can be found on page 620.

BUCKLE UP Ninjor's removable belt was based on the belt on the 200x Jitsu mini-statue, and was intended for use with the MOTUC Jitsu figure.

TRIVIA

The following copy was written for Ninja Warrior's sales page on MattyCollector.com: "He gives stealth a bad name… or a good name, if sneak attacks are your thing. He wins the title of Eternian Ninja Warrior hands down thanks to his expert use of nunchucks. The swift and sneaky servant to Skeletor arrives masked with an alternate unmasked ponytail head, alternate belt, nunchucks, samurai sword, bow, and quiver of arrows."

The copyright for the name "Ninjor" was held by Bandai at the time of this figure's release, as there is a Mighty Morphin Power Rangers toy with that name. As such, Mattel had to use the name "Ninja Warrior" on this figure's packaging, although his bio did make reference to his "other name," Ninjor.

Ninja Warrior utilized the standard male torso, shoulders, biceps, furry loin cloth, and upper legs, Whiplash's forearms, Kobra Khan's boot tops, and Skeletor's hands and feet.

Pictured on Ninja Warrior's cardback were He-Man, Jitsu, Scareglow, Beast Man, Horde Prime, and Cy-Chop.

BATTLE ARMOR KING HSSSS

Slithering Leader of the Snake Men

REAL NAME Hssss of the Viper Clan **BIO** Beheaded by Zodak during the battle against Serpos, King Hssss slowly regenerated thanks to the darkness of his dungeon cell. Regrouping at Serpos' destroyed temple deep in Subternia, Hssss lead the Snake Men to the surface to find Skeletor and a newly returned Hordak warring for the throne of Eternia. Sent into hibernation by Hordak's magic, Hssss' army waited and multiplied. Returning at last, the leader of the Snake Men brought his army to the Second Ultimate Battleground to determine once and for all the rule of Eternia. But unknown to him, He-Man had journeyed into the past and learned the Snake Men's only secret weakness. With this knowledge the Masters were able to defeat the Snake King and his army. Orko cast the Spell of Separation which split apart the mixed mutated DNA that held the reptilian ruler and his Snake Men together!

ACCESSORIES

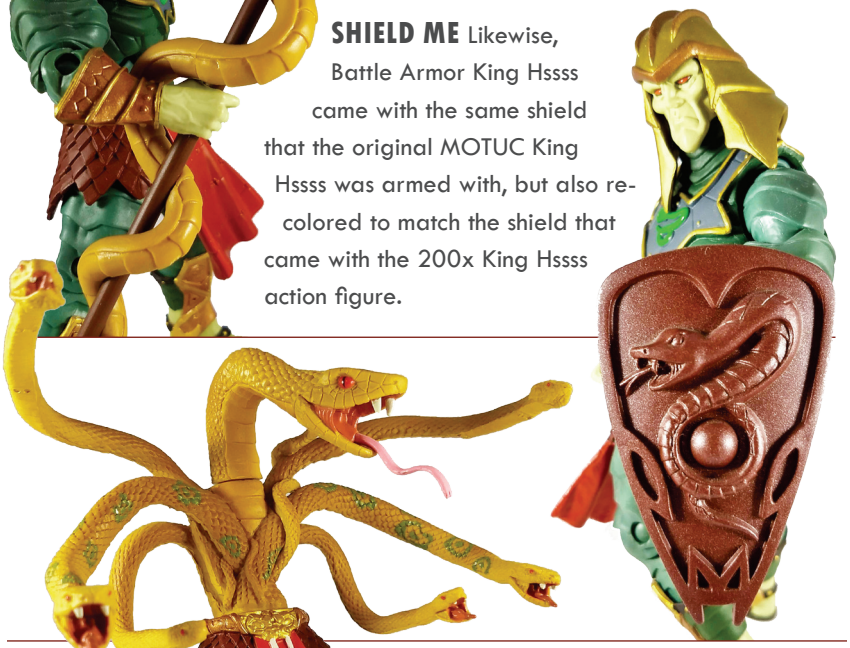
VINTAGE VAULT The MOTUC version of Battle Armor King Hssss was based upon his redesign for the 2002 MYP MOTU cartoon as well as his subsequent action figure in the 200x toyline. Whereas the original (1980s) King Hiss had a mummy theme to his design, his 2002 update gave him more of an Egyptian flair.

SAME AS Battle Armor King Hssss utilized the standard male torso (which was solid green beneath his removable chest armor), with the original King Hssss shoulders, biceps, and upper legs, as well as Draego-Man's forearms. All other pieces were newly sculpted.

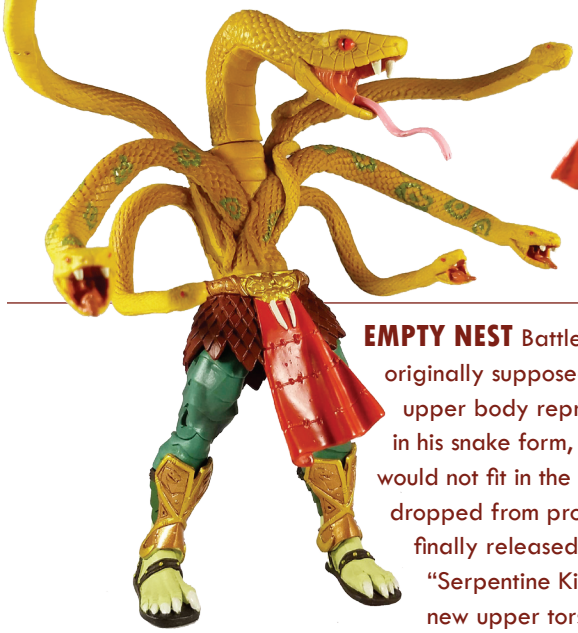
GALLERY

MOTUC #170A • AFFILIATION The Snake Men **• SUBSCRIPTION** Club Eternia 2015 **• PRICE** $52 **• ORIGINAL FIGURE RELEASE** MattyCollector.com (February 16, 2015) **• RELEASE TYPE** Figure 2-Pack

WELL STAFFED Battle Armor King Hssss came with the same snake staff that the original MOTUC King Hssss was armed with, but recolored to match the weapon that came with the 200x King Hssss action figure.



SHIELD ME Likewise, Battle Armor King Hssss came with the same shield that the original MOTUC King Hssss was armed with, but also re-colored to match the shield that came with the 200x King Hssss action figure.



EMPTY NEST Battle Armor King Hssss was originally supposed to come with a second upper body representing the character in his snake form, but the additional piece would not fit in the packaging and was dropped from production. The torso was finally released as a full figure named "Serpentine King Hssss" in 2016. This new upper torso could be attached to the legs of the Battle Armor King Hssss figure.

STRIKING The alternate upper torso from the original King Hssss figure could also be attached to the legs of the Battle Armor King Hssss figure.

TRIVIA

The following copy was written for Battle Armor King Hssss/Snake Armor He-Man's sales page on MattyCollector.com: "Why did it have to be snakes? He-Man doesn't waste time wondering… he's more than ready to kick some asps… but King Hssss is not about to slither off in silence. Snake Armor He-Man comes with brand new armor, sword, and an arm attachment for wrangling snakes. Battle Armor King Hssss is ready to strike back with his snake staff and shield."

Battle Armor King Hssss/Snake Armor He-Man were the first of eight total figures released in 2015 based on the 2002 MYP MOTU cartoon series and toyline.

This was the first two-pack released in MOTUC since the release of the Snake Men two-pack in September of 2012. (Not counting Kowl/Loo-Kee in 2014.)

The Battle Armor King Hssss/Snake Armor He-Man two-pack, which was billed as a Quarterly Release, was the first of a total of four two-packs released in 2015. They were followed by Rotar/Twistoid, Flying Fists He-Man/Terror Claws Skeletor, and Laser Power He-Man/Laser Light Skeletor.

Pictured on Battle Armor King Hssss/Snake Armor He-Man's cardback were the Snake Men two-pack, Tung Lashor, and Snake Face.

SNAKE ARMOR HE-MAN

The Most Powerful Snake Hunter in the Universe

REAL NAME Adam of the House of Randor **BIO** When the Snake Men returned to Eternia from their banishment in the Void, Adam used the Power of Grayskull to create upgraded armor more adapted to combat his new reptilian enemy. Equipped with a venom-proof shield and a cordite snake pincher, Adam is now fully protected in his Snake Armor, ready to fight off King Hssss and his army of snake warriors! Eventually, Adam was forced to use his armor to battle against his former friend and mentor Duncan who had been hideously transformed by the Serpent's Ring into a Snake Man. Refusing to kill Duncan, Adam's Snake Armor was destroyed by Snake Man-At-Arms' newly invented neutralizer blaster which could disrupt the Power of Grayskull itself!

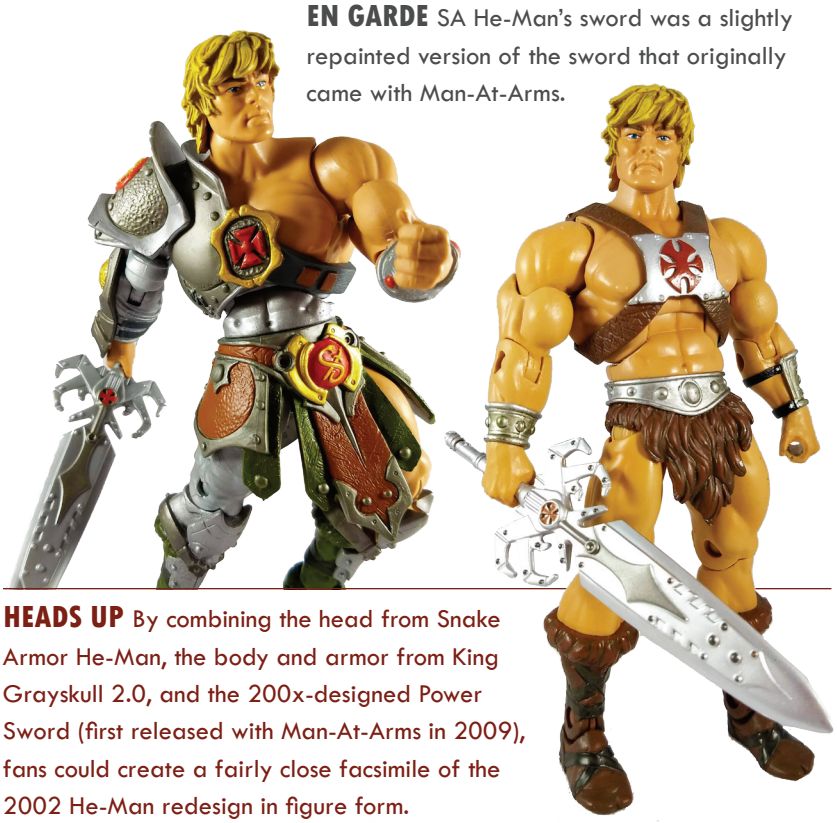
ACCESSORIES

VINTAGE VAULT MOTUC Snake Armor He-Man was based upon his redesign for the third season of the 2002 MYP MOTU cartoon, where he and the other heroes squared off against the Snake Men. The subsequent action figure (*left*) was released toward the end of the 2002 toyline and was incredibly rare.

SAME AS Snake Armor He-Man utilized the standard male torso (partially concealed by his armor, which was not removable), left shoulder, left bicep, left upper leg, hands and feet, as well as King Hssss' right shoulder, right bicep, and right upper leg. His forearms, boot tops, head, and armor were newly-sculpted pieces.

GALLERY

MOTUC #170B • AFFILIATION Heroic Warriors **• SUBSCRIPTION** Club Eternia 2015 **• PRICE** $52 **• ORIGINAL FIGURE RELEASE** MattyCollector.com (February 16, 2015) **• RELEASE TYPE** Figure 2-Pack



EN GARDE SA He-Man's sword was a slightly repainted version of the sword that originally came with Man-At-Arms.

HEADS UP By combining the head from Snake Armor He-Man, the body and armor from King Grayskull 2.0, and the 200x-designed Power Sword (first released with Man-At-Arms in 2009), fans could create a fairly close facsimile of the 2002 He-Man redesign in figure form.

TRIVIA

A total of 14 He-Man figures were made in the 200x Masters of the Universe toyline, including original He-Man, Battle Armor He-Man (which bore no similarity to the vintage or MOTUC version by the same name), Battle Sound He-Man, Ice Armor He-Man, Jungle Attack He-Man, Martial Arts He-Man, Mecha Blade He-Man, Mega Punch He-Man, Samurai He-Man, Shield Strike He-Man, Smash Blade He-Man, Snake Armor He-Man, Snake Hunter He-Man, and Wolf Armor He-Man. To date, Snake Armor He-Man was the only version to be recreated in MOTUC.

Even though his bio specifically mentioned it, the Snake Armor He-Man figure did not come with his distinctive "venom-proof shield."

SWORDS A'PLENTY Shown here are the 200x Power Swords released with Snake Armor He-Man (*far left*), Weapons Pak #1 (Ultimate Battleground Assortment) (*middle left*), and Man-At-Arms (*left*).

THE CLAW! The "Snake Capture" claw was a spring-loaded action feature on the 200x figure. For MOTUC, it was a separate, removable accessory.

STORAGE SPACE There was a slot in the back of SA He-Man's armor for storing his sword.

HUNTARA

Courageous Silaxian Warrior

ACCESSORIES

REAL NAME Tara **BIO** Hailing from Silax, a planet in Despondos known for its accomplished hunters and trackers, Huntara quickly rose in the ranks as a top of her class. Hearing of her great accomplishments, Hordak summoned the muscular, deep-voiced bounty hunter to assist him in tracking down and trapping She-Ra. Knowing the Silaxians pride themselves on their pure sense of good and evil, Hordak tricked Huntara into believing that She-Ra burned down an entire village in the name of the Rebellion. Willing to take on almost any job, Huntara offers her trapping and fighting skills for anyone willing to pay her high prices.

CARTOON CORNER Huntara was a character created for the Filmation *She-Ra: Princess of Power* cartoon, where she made her debut in an episode titled (appropriately enough) "Huntara." The plot of this episode was summarized in the bio on the back of the figure's card. Huntara never received an action figure in the vintage Princess of Power toyline and she never made any media appearances outside her debut cartoon episode.

SAME AS Although she appeared to be a fairly standard female figure, Huntara sported a surprising number of newly-tooled parts. While she utilized the standard female shoulders, hands, and upper legs, all of her other pieces were new.

MOTUC #171 • AFFILIATION None • SUBSCRIPTION Club Eternia 2015 • COST $26
• ORIGINAL FIGURE RELEASE MattyCollector.com (March 16, 2015) • RELEASE TYPE Carded Figure

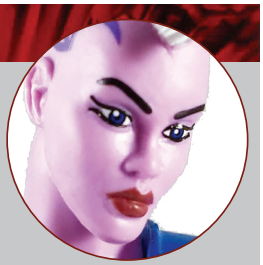
WELL ARMED Huntara came armed with twin laser swords which were referred to as "stun swords" in her single cartoon appearance. The blades were made from translucent green plastic.

STORAGE SPACE There were slots on the figure's back for storing her stun sword.

GIVEN THE AXE In what was said to be a production snafu, Huntara shipped with an axe that was supposed to be packaged with Oo-Larr, the 2015 subscription exclusive figure that shipped the same month as Huntara.

GALLERY

TRIVIA



During San Diego Comic-Con in 2013 at the Mattypalooza panel, attendees were given a chance to vote between two characters for future inclusion in the MOTUC line: Huntara or Lord Masque. Huntara won the vote, although Lord Masque was later eventually produced as well.

While Huntara was technically not a subscription exclusive figure, she was not originally made available for retail sale; only subscribers received the figure upon its first release.

The following copy was written for Huntara's sales page on MattyCollector.com: "A Silaxian with superior sword skills, this brave bounty hunter gets serious props as a formidable foe for She-Ra. Our tenacious tracker arrives with a tomahawk axe, twin laser swords, and a majestic mohawk that suits her fierce warrior style to a 'T'."

Pictured on Huntara's cardback were Bow, Glimmer, She-Ra, Mermista, and Frosta.

OO-LARR
The Jungle He-Man

ACCESSORIES

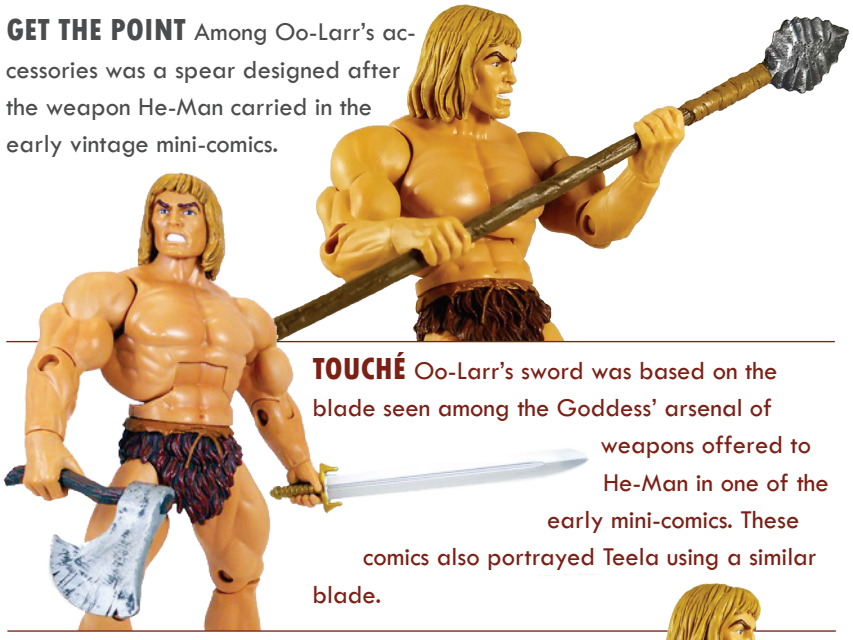
REAL NAME Oo-Larr, Lord of the Jungle Tribe **BIO** The last person to be known as "The He-Man" before Prince Adam was born was Oo-Larr of the Jungle Tribe. He left his kinsmen seeking adventure and excitement outside of the Vine Jungle. Coming across the Goddess, he rescued her and was recruited to help protect the two halves of the Power Sword of He. The corodite Power Vest which the Goddess gave to Oo-Larr was so well engineered that it was also eventually passed down to Prince Adam too. Oo-Larr's final quest was to unite both halves of the Sword so that the Sorceress could clone it for the second twin of destiny. Oo-Larr then separated the original sword again, hiding both halves on opposite sides of the planet while the Sorceress and Light Hope watched over the clone sword in Grayskull. Oo-Larr bravely fights to protect the secret of the sword of He.

ORIGINS In the early vintage mini-comics, He-Man was drawn with a more savage appearance by artist Alfredo Alcala. In these storylines, He-Man rescued the Goddess from a monster and was, in return, given the armor and weapons of He-Man. In order to pay homage to this early storyline and design of He-Man, Mattel created a new character named Oo-Larr, giving him an original bio separate from He-Man himself.

HEADS WILL ROLL Oo-Larr came packaged with an alternate head for He-Man which more closely resembled the design of his vintage action figure. This head sculpt would appear again with the Ultimate He-Man and Ultimate Faker figures produced by Super7 in 2017.

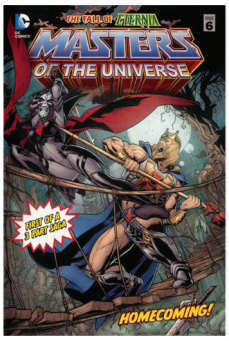
MOTUC #172 • AFFILIATION None • SUBSCRIPTION Club Eternia 2015 • COST $26 • ORIGINAL FIGURE RELEASE MattyCollector.com (March 16, 2015) • RELEASE TYPE Carded Figure

GET THE POINT Among Oo-Larr's accessories was a spear designed after the weapon He-Man carried in the early vintage mini-comics.



TOUCHÉ Oo-Larr's sword was based on the blade seen among the Goddess' arsenal of weapons offered to He-Man in one of the early mini-comics. These comics also portrayed Teela using a similar blade.

AXE-IDENT > Oo-Larr was supposed to come with a third weapon, an axe, that was accidentally packaged with Huntara finstead.



< MINI-COMIC
Included with Oo-Larr was a mini-comic titled "The Fall of Eternia Part One: Homecoming." This was the sixth mini-comic released in MOTUC. For a closer look at this comic, see page 657.

CASTLE GRAYSKULL
Fortress of Mystery and Power

Beyond the corrodite Jawbridge and through the Hallway of Holograms and Illusions lies the inner workings of the Mysterious Fortress of Power called Castle Grayskull. Sitting atop the Crystal Power Chamber that is nearly twice as tall as the castle itself, Grayskull's interior is as foreboding as it is deadly. Containing trap doors, hidden dungeons and the portal to the forsaken realm known as The Dwell of Souls, Castle Grayskull is a living defense against the forces of evil. But it also contains great knowledge, holding many personal and forbidden libraries, catacombs, observatories and secret chambers. While the forces of light and darkness continue to fight to break into its gates, the very spirit of the Castle lives on, twisting the paths with hidden doors, magical rooms and mysterious relics.

TRIVIA

Oo-Larr was the 2015 subscription exclusive figure for Club Eternia. Only collectors who purchased the full 2015 subscription received this figure, who was never made available for retail sale.

Oo-Larr reused the standard male torso, shoulders, biceps, hands, and upper legs, along with Fearless Photog's calves. He was the first male human figure with bare forearms (no gloves, sleeves, or bracers) and bare feet. His furry loincloth was new as well.

Oo-Larr's head would later be re-released with the Ultimate He-Man figure as well as the mini-comic version of Prince Adam released as a Power-Con exclusive in late 2017.

The poster of Castle Grayskull that was included with Oo-Larr was the final poster released in MOTUC. For a closer look, see page 712.

Pictured on Oo-Larr's cardback were Skeletor, He-Man, King Grayskull 2.0, the Goddess, and Man-At-Arms.

ANGELLA
Angelic Winged Guide

ACCESSORIES

REAL NAME Angella The Third, Queen Regent of Brightmoon **BIO** Angella was the regent queen of one of Etheria's largest kingdoms. After Hordak invaded her planet, Bright Moon was overthrown and Angella and all her subjects were declared slaves of the Horde Empire. Believing in her heart that all people have the right to be free, Angella was the first monarch to openly fight back against the oppression of the Horde. Forming the Great Rebellion with other key leaders, she brought her people to the safety of the Whispering Woods, just outside of Hordak's evil influence. There they regrouped and formed an attack squad to wage war and once again free Etheria and all of its people. After Hordak abandoned Etheria, Angella stayed behind to help rebuild her kingdom and the beauty of the planet. Beautiful and helpful, Angella is lovely and very intuitive – she can sense when danger is near and has the ability to fly like an angel.

VINTAGE VAULT The vintage Angella figure (*left*)was released as part of the Princess of Power toyline's first wave in 1985. Pushing down on the figure's halo would cause her to raise her wings. The figure's only accessory was a pink comb. The MOTUC Angella figure was based almost entirely upon her appearance in the Filmation *She-Ra: Princess of Power* cartoon as well as her style guide design. The only obvious nod to her vintage action figure was her removable pink halo accessory.

GALLERY

MOTUC #173 • AFFILIATION The Great Rebellion **• SUBSCRIPTION** Club Eternia 2015 **• PRICE** $26 **• ORIGINAL FIGURE RELEASE** MattyCollector.com (April 16, 2015) **• RELEASE TYPE** Carded Figure

TAKING FLIGHT Angella's wings were first used in 2008 on the Hawkman figure in the DC Universe Classics line, also by Mattel.

SAME AS Angella utilized the standard female shoulders, hands, upper legs, and feet, as well as the aforementioned Hawkman wings. All of her other pieces were newly sculpted.

WELL-ARMED Angella came armed with a newly-sculpted silver sword, the design of which was based on the weapon she carried in an early episode of *She-Ra: Princess of Power*.

HALO THERE Angella's halo, which was cast in a translucent pink plastic, attached to a peg on her upper back (where her wings attached) and was removable.

TRIVIA

The following copy was written for Angella's sales page on MattyCollector.com: "When Hordak enslaves her people, this rightful ruler of Brightmoon doesn't take it lying down. She rises to the occasion and flies into action to help liberate the land! Angella comes with her sword, a detachable halo, and detachable articulated wings." Note that the Mattel copy was incorrect in stating that the wings were detachable.

Angella's wing sculpt, first appearing with the DC Universe Classics Hawkman figure, was subsequently used again in DCUC on Hawkgirl and Golden Age Hawkman, in the DC Unlimited line on New52 Hawkman, and in MOTUC on Vultak.

A widespread production issue with this figure resulted in many collectors receiving an Angella figure with misaligned/unevenly painted eyes.

Pictured on Angella's cardback were Light Hope, She-Ra, Madame Razz, Flutterina, and Glimmer.

SPIRIT OF GRAYSKULL

Heroic Guardian of Power

REAL NAME D'vann Grayskull **BIO** After his death, King Grayskull preserved his spirit inside the Sword of He. Through this act he was able to remain inside the walls of Castle Grayskull, advising his heirs and acting as guardian of the castle along with the Sorceress. It was his idea for the Elders to combine the Power of the Universe with their wisdom to tap into Eternia's hidden magic into a power orb. This orb contained a new united force made up of both raw force and the wisdom to wield magic. This power would go on to become known as "The Power of Grayskull," named for his reign and Castle. Grayskull remained a part of this power even after Adam combined it with the Starship Eternia, becoming He-Man permanently. Grayskull, great king of Eternia, watches over his descendants and his castle in the form of an ageless spirit.

CHASE ME! The Spirit of Grayskull was a "chase" figure in 2015 — meaning that he would sporadically and unexpectedly show up for sale on MattyCollector.com throughout 2015, and then disappear again. The same sales tactic was used with the Spirit of Hordak in 2013 and Kowl/Loo-Kee in 2014. Everything about this figure, from the body to the armor to the accessories, was 100% re-use of existing King Grayskull parts.

ACCESSORIES

GALLERY

MOTUC #174 • AFFILIATION Preternian Heroic Warriors **• SUBSCRIPTION** N/A **• PRICE** $26
• ORIGINAL FIGURE RELEASE MattyCollector.com (2015) **• RELEASE TYPE** Carded Chase Figure

I HAVE THE POWER

This Power Sword, making its 19th appearance in MOTUC, was included here in green glow-in-the-dark plastic.

SHIELD ME Spirit of Grayskull's shield, which originated with the original King Grayskull figure and was based on the vintage He-Man shield, was included here, also in green glow-in-the-dark plastic.

AXE TO GRIND Spirit of Grayskull's third and final accessory was his axe, cast in (you guessed it) green glow-in-the-dark plastic.

THAT SPECIAL GLOW

The entire Spirit of Grayskull figure, including his cape, armor, and weapons, glowed in the dark.

PREDECESSOR Two figures dubbed "The Spirit of King Grayskull" were made for the public in 2008 (with one figure raffled off at SDCC 2008, while the second was auctioned for charity at the 2008 Dream Halloween event). Unlike the "Spirit of Grayskull" chase figure in 2015, the original version was blue instead of green and did not glow in the dark.

TRIVIA

Mattel sent out the following copy to announce the release of the Spirit of Grayskull figure: "Spirit of Hordak. Loo-Kee and Kowl. And now, the great Spirit of Grayskull commands his rightful place in the annals of MattyCollector.com chase figures! Featuring a powerful glow-in-the-dark finish (check it out below – that's an unretouched photo), he'll be available to Club Eternia subscribers only during Early Access on Friday 2/12 at 8 a.m. PT, and again during Early Access in December. Other than that, it'll be a mystery when this figure will appear. All we can tell you is that Spirit of Grayskull will arrive in our shop unannounced several times throughout the year, giving all fans the chance to get one. How will you know? Keep your eyes open for this special logo to show up in the Shop because that means he's available."

Pictured on the Spirit of Grayskull's cardback were King Grayskull 2.0, Moss Man, the Goddess, Draego-Man, and Horde Prime.

HOVER ROBOTS

Evil Mindless Robot Goons

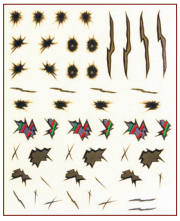
REAL NAME Various **BIO** During his campaign of terror against King Randor's Masters of the Universe, Skeletor often utilized Robotic Hover Drones to carry out his evil stratagems. Based on a design he pilfered from his dark arts teacher, Hordak, Skeletor's drones were more agile than his mentor's and carried a built in hover field to increase their mobility and durability. Hover Robots will effortlessly carry out any order - including self-destruction! These techno-bots of terror carry a variety of weapons, including laser rifles, blade blasters and net lassos. Often on the front lines of battle, Hover Robots confront the Masters of the Universe in endless combat.

ACCESSORIES

x6

x6

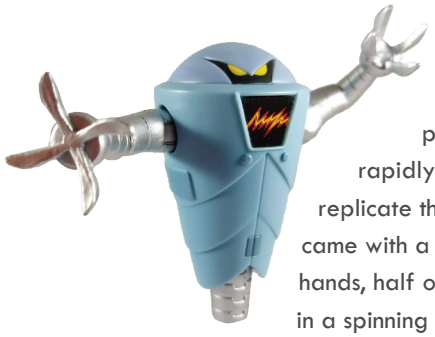
x3



CARTOON CORNER Hover Robots (robot soldiers that served as minions for Skeletor and his Evil Warriors) were created for the Filmation *He-Man and the Masters of the Universe* cartoon. Skeletor's seemingly endless supply of these robots served as frequent canon fodder for the show's heroes. Despite making multiple appearances in the classic cartoon, no toy had been made of the Hover Robots prior to MOTUC.

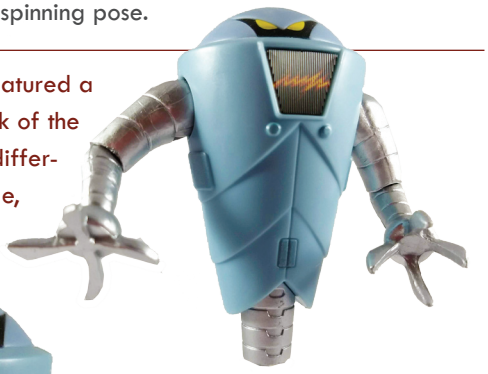
GALLERY

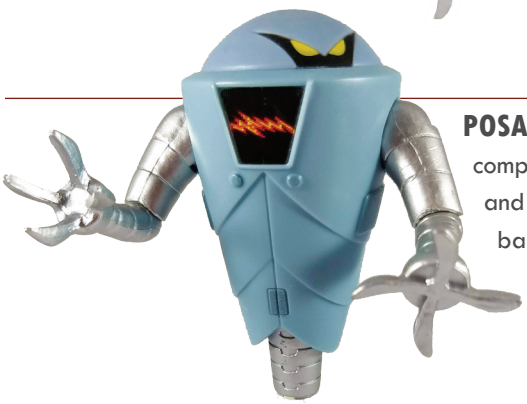
MOTUC #175 • AFFILIATION Evil Warriors • SUBSCRIPTION N/A • PRICE $35
• ORIGINAL FIGURE RELEASE Traveling Con Exclusive, 2015 • RELEASE TYPE Carded 3-Pack



HANDY In the cartoon series, the Hover Robots could use their hands to grip objects (as well as, at times, pilot vehicles), but also rotate them rapidly like a spinning saw. In order to replicate this ability, each three-pack of figures came with a total of twelve interchangeable hands, half of them in a gripping pose, and half in a spinning pose.

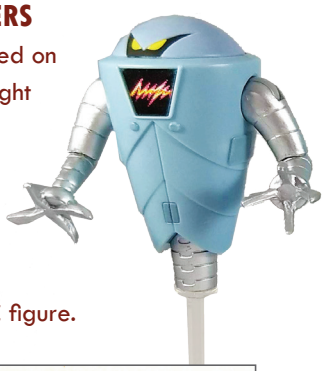
MOUTHING OFF Each figure featured a lenticular "mouth" panel. The look of the mouth changed to one of three different forms depending on the angle, recreating the effect from the cartoon perfectly.

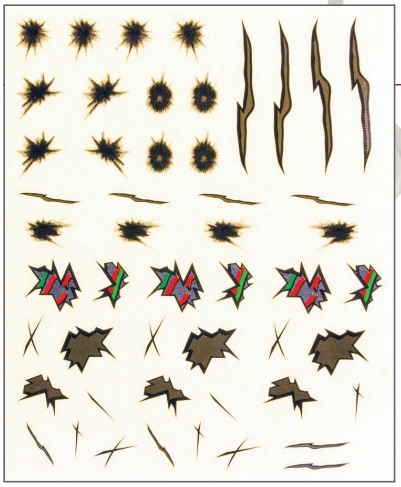




POSABLE The Hover Robots were comprised of 100% new tooling and featured a swivel head, ball-hinge shoulders, ball-hinge elbows, and swivel wrists.

SIZE MATTERS When mounted on their clear flight stand, each Hover Robot stood about shoulder-height to a 6.5" MOTUC figure.





DAMAGE CONTROL The robots come packaged with a sheet of battle damage stickers, allowing collectors to adorn their Hover Robots with the scars of war. The stickers included blast marks, blade slashes, burns, and exposed circuitry.

TRIVIA

Like the Temple of Darkness Sorceress, Goat Man, and Strobo before them, the Hover Robots 3-pack was a traveling con exclusive figure in 2015 before being made available for retail sale on MattyCollector.com at the end of the year.

With the release of the Hover Robots, the Evil Warriors finally received an army builder for their ranks, having been preceded in the line by the Eternian Palace Guards, the Snake Men, and the Horde Troopers.

The sheet of battle damage stickers would be released again with the single-carded Horde Trooper.

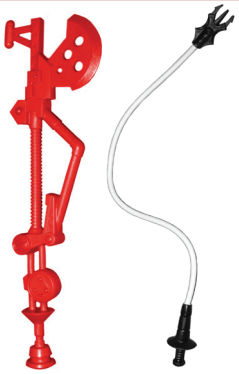
The Hover Robots retailed for $35 at a time when regular subscription figures cost $26.

Pictured on the Hover Robots' cardback were He-Man, Skeletor, Stratos, Beast Man, and Mer-Man.

BLAST ATTAK

Evil Blast Apart Robot

ACCESSORIES



REAL NAME Program Robot Serial number 1710 **BIO** Blast Attak was originally brought to Eternia in a spell of light by Skeletor to boost his ranks before the Second Ultimate Battleground, but the android was quickly stolen by the Snake Men and reprogrammed to act as a mercenary in the army of King Hssss. Literally a walking talking time bomb, Blast Attak's body is comprised of a series of microscopic nanites which can reform after detonation allowing him to blast apart over and over in an explosive attack against enemies. Although created with some semblance of artificial intelligence, his evil programming often overrides his own commitment to self-preservation. Blast Attak is a robotic muscleman with an extremely short fuse. He loves to surprise enemies with his sudden blast apart power!

VINTAGE VAULT The vintage Blast Attak figure was released in the original toyline's sixth wave in 1987. By attaching a trigger cable into a slot in the back of the figure and pumping it full of air, the figure would burst apart, splitting down the middle.

UPDATES The MOTUC Blast Attak figure followed the design of the vintage figure very closely. One of the key differences was that, unlike the vintage figure, the MOTUC version of Blast Attak did not split in half. Mattel dropped this action feature in favor of utilizing existing figure parts.

GALLERY

MOTUC #176 • AFFILIATION Snake Men • SUBSCRIPTION Club Eternia 2015 • PRICE $26 • ORIGINAL FIGURE RELEASE MattyCollector.com (May 15, 2015) • RELEASE TYPE Carded Figure

WELL ARMED MOTUC Blast Attak came with an updated version of the vintage figure's bladed weapon.

WELL ARMED The vintage Blast Attak figure came with a white trigger cable that, when inserted into the figure's back and pumped, would cause the figure to "explode" in half. For MOTUC, this cable was repurposed into a whip-like weapon that the figure could hold. The cable portion was made of a very rubbery material.

SAME AS Blast Attak utilized Roboto's shoulders, biceps, forearms, and hands. He also sported the Horde Trooper torso, but this was hidden under his armor (which was not removable). All of his other parts appeared to be newly sculpted.

TRIVIA

The following copy was written for Blast Attak's sales page on MattyCollector.com: "Tick tock, tick tock… it's time for Blast Attak to blow this joint! Conjured by Skeletor and robot-napped by the Snake Men for their own evil purposes, this android with an attitude has an explosive disposition. He comes with a vintage-style whip and blade weapon."

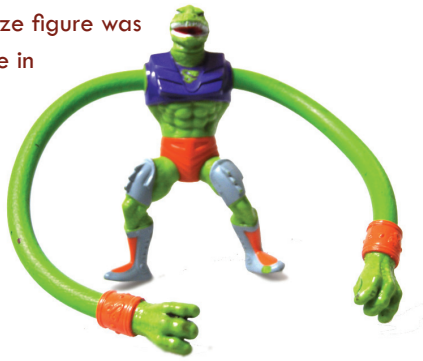
When Blast Attak was introduced in the Masters of the Universe toyline in 1987, he came packaged with the mini-comic "Revenge of the Snake Men," in which he was presented as a creation of King Hiss and a minion of the Snake Men. But in the Marvel/Star Comics series, he was portrayed as an Evil Warrior in Skeletor's service. Both of these origins were referenced in the MOTUC figure's bio, while the sticker on the figure's card bubble definitively labeled him as a member of the Snake Men.

Pictured on Blast Attak's cardback were King Hssss, the Unnamed One, Tung Lashor, Kobra Khan, Snake Face, and Rattlor.

SSSQUEEZE
Evil Long Armed Viper

REAL NAME Schisszz Shazzz **BIO** One of King Hssss' chief lieutenants during the Great Wars, Shazzz was better known to his enemies as Sssqueeze due to his trademark "slither hold." He enjoys entangling his foes with his powerful constrictor snake arms and just can't keep them off any enemy. As soon as a fight starts he's in the thick of things wrapping up the first warrior he gets a grip on. Trapped in the Void for several millennia, he was at long last released along with the rest of the Snake Men Army by their descendent Kobra Khan. Finding Eternia ripe for conquest, Shazzz continues to serve King Hssss in battle. His enemies cannot escape the long arms of Sssqueeze!

VINTAGE VAULT The vintage Sssqueeze figure was released in the original line's sixth wave in 1987. The figure's long arms, which were posable via an internal bendy wire, were actually one solid piece that was looped through the figure's upper torso.



REACHING OUT MOTUC Sssqueeze's arms, which were articulated at the shoulders and wrists, contained a bendable wire that allowed the long arms to be twisted and bent into various poses, just like the vintage action figure. Unlike the vintage figure, MOTUC Sssqueeze's arms were two separate, individually-articulated limbs.

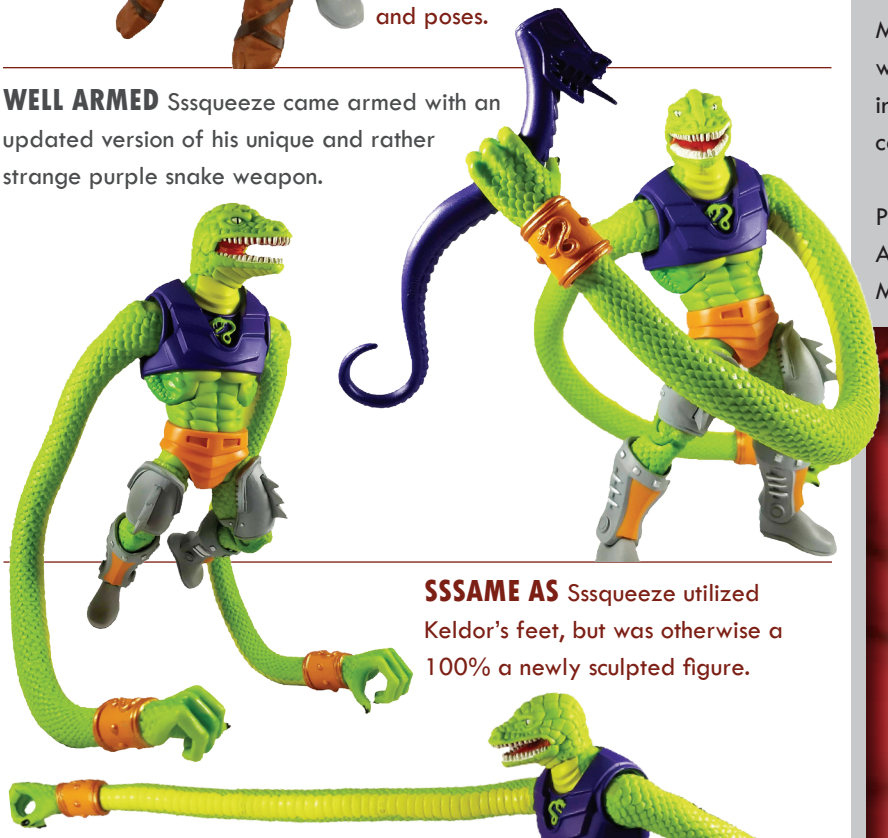
ACCESSORIES

MOTUC #177 • AFFILIATION Snake Men • SUBSCRIPTION Club Eternia 2015 • PRICE $26
• ORIGINAL FIGURE RELEASE MattyCollector.com (June 16, 2015) • RELEASE TYPE Carded Figure

STRETCH ARMSTRONG Sssqueeze's shoulders contained ratchet joints, giving the figure the ability to hold up the weight of another figure.

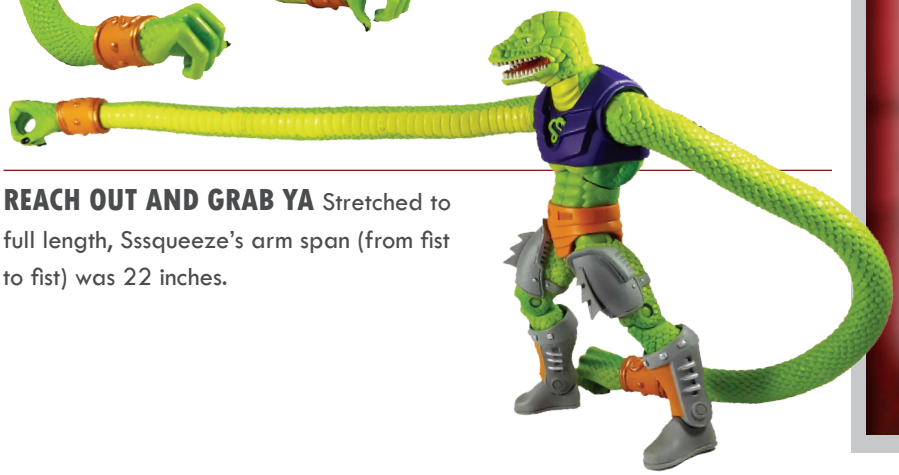
HUG IT OUT The bendy wires inside Sssqueeze's arms allowed for various grips and poses.

WELL ARMED Sssqueeze came armed with an updated version of his unique and rather strange purple snake weapon.



SSSAME AS Sssqueeze utilized Keldor's feet, but was otherwise a 100% a newly sculpted figure.

REACH OUT AND GRAB YA Stretched to full length, Sssqueeze's arm span (from fist to fist) was 22 inches.



TRIVIA

The following copy was written for Sssqueeze's sales page on MattyCollector.com: "We've heard of the long arm of the law, but this reprehensible reptile has that beat. His super lengthy arms are also super strong and once he gets hold of his enemies he just… won't… let… go. Sssqueeze is the last of the vintage Snake Men to arrive in the Masters of the Universe Classics collection and comes with armor and a snake head staff."

Sssqueeze's head would later be used again with the Lord Gr'asp figure, and his shorts, legs and boots would appear again with Plasmar.

Mattel considered including alternate hands that would have allowed the figure's arms to end in snake heads (as depicted in the 200x MYP cartoon), but dropped the idea for cost reasons.

Pictured on Sssqueeze's cardback were Battle Armor King Hssss, Snake Armor He-Man, the Snake Men 2-pack, Tung Lashor, Rattlor, and Snake Face.

MULTI-BOT
Evil Robot of a Thousand Bodies

ACCESSORIES

REAL NAME Serial Number 2312 **BIO** After being wounded in battle with the renegade Masters of the Universe, Galen Nycoff, lead scientist of the Horde Invaders, created a robot version of himself which, like its master, could reassemble body parts in 1,001 different ways. The robot was unleashed on the enemies of the Horde during the Second Ultimate Battleground, fighting as both a humanoid, an Attak Trak Tank and finally combined with his creator to form the Ultrabeast, a giant cyborg creature that ripped Randor's Blaster Hawk squadron from the skies! The menacing creature was brought down by a combined blow from both He-Man and She-Ra who channeled the full Power of Grayskull to literally tear him apart piece by piece!

VINTAGE VAULT The vintage Multi-Bot figure was released in the original toyline's fifth wave in 1986. The figure came with 24 interchangeable parts.

PULL YOURSELF TOGETHER MOTUC

Multi-Bot, like his vintage predecessor, shipped in a box instead of a blister card, could be taken apart and put back together in countless configurations, and could be combined with the Modulok figure. The figure was comprised of a total of 30 interchangeable pieces:

- 2x Robot Heads
- 2x Robot Torsos
- 6x Legs
- 4x Arms
- 2x Guns
- 14x Connector Pieces

MOTUC #178 • AFFILIATION The Evil Horde • SUBSCRIPTION Club Eternia 2015 • PRICE $52 • ORIGINAL FIGURE RELEASE MattyCollector.com (June 16, 2015) • RELEASE TYPE Boxed Figure

GUNS OUT In keeping with the character's "modular" gimmick, Multi-Bot's gun was designed to be joined together as one weapon or split apart into two.

IT TAKES TWO Unlike Modulok, Multi-Bot came with enough of the necessary body parts to allow the character to split into two separate but complete figures.

TRIVIA

The following copy was written for Multi-Bot's sales page on MattyCollector.com: "Sometimes one evil robot just isn't enough to get the job done. Luckily Multi-Bot comes with two robot torsos, two robot heads, six legs, four arms, two guns and other assorted pieces that mix and match for endless evil opportunities. It's almost like Modulok had an evil robot half-brother!"

Pictured on Multi-Bot's cardback were Mantenna, Hordak, Grizzlor, and Modulok.

MODULAR Multi-Bot's gimmick, of course, was his interchangeable body, allowing for hundreds of different combinations.

FREAK SHOW Multi-Bot's and Modulok's parts could be combined together to create Ultrabeast. Mattel considered releasing Modulok and Multi-Bot together as a con exclusive, but decided that it was cost prohibitive, and so the figures were released separately instead.

ROTAR

Heroic Master of the Hyper-Spin

REAL NAME Ronur **BIO** A former palace guard, Ronur was mortally injured during a battle with Skeletor's Evil Warriors. He was carried off the battlefield by He-Man and brought to Duncan. Using the power of his newly invented Gyro Machine, Man-At-Arms was able to transform the wounded man and enhance his fighting powers by merging him with an android Rotar body. Powered up and ready to burst back into battle, Ronur became one of the heroic Masters of the Universe! He uses his new hyper spin powers to swing into battle fighting to protect all of Eternia with his fists of fury! He often goes head to head with Skeletor's gyro man Twistoid, spinning and twisting to defeat him at any cost.

VINTAGE VAULT The vintage Rotar figure was released in the original toyline's sixth wave in 1987. The figure was essentially a top; by running its rotating tip along a smooth surface and letting it go, the figure would spin freely. The figure came equipped with an axe/mace weapon, roto-pod, and a stand to keep it upright when not spinning.

UPDATES As combination action figure/spinning top, Rotar and Twistoid were among the oddest entries in the vintage MOTU toyline. For MOTUC, Mattel decided to pair the characters together in a 2-pack exclusive to San Diego Comic-Con.

ACCESSORIES

GALLERY

MOTUC #179A • AFFILIATION Heroic Warriors • SUBSCRIPTION N/A • PRICE $60
• ORIGINAL FIGURE RELEASE San Diego Comic-Con (July 9-12, 2015) • RELEASE TYPE Boxed 2-pack

SPIN FREE Although the MOTUC version of Rotar was a faithful update of his vintage action figure predecessor, he lacked the spinning top action feature of the original toy.

TOUCHING BASE As with the vintage figure, Rotar came with a base that allowed the figure to stand upright.

AN AXE TO GRIND Rotar came armed with an updated version of the vintage figure's red axe/mace weapon.

SWITCHING GEARS While in spinning mode, the vintage Rotar could be placed on a triple-gear accessory (dubbed a "roto-pod" in the figure instructions), which would cause the gears to turn. The device also doubled as a giant weapon. MOTUC Rotar came with an updated version of this accessory.

HE'S GOT LEGS Mattel opted to give Rotar an optional set of legs, a feature that the vintage Rotar figure lacked. By popping off the gray, lower portion of the figure, the lower torso and legs could then be attached.

TRIVIA

The following copy was written for Rotar & Twistoid's sales page on MattyCollector.com: "Recreate the Second Ultimate Battleground as Rotar and Twistoid go head to head! A former palace guard wounded in battle, Rotar was merged with an android body resulting in fists of fury fueled by his hyper spin powers. He now protects Eternia as one of the Masters of the Universe! Rotar's nemesis Twistoid is a Gyro Robot who serves Skeletor. Using super spinning action, Twistoid wields a ball and chain, whirling sword, and terror gears to defeat his enemies."

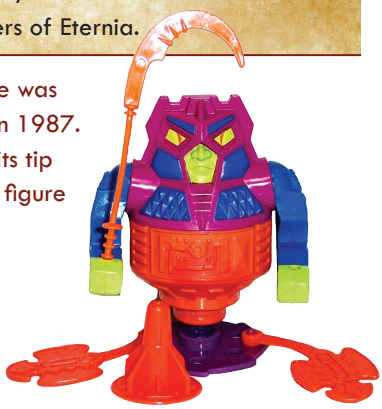
ALTERNATE VIEWS Rotar utilized the standard male torso, shoulders, biceps, hands, and legs, Hordak's gloves, He-Ro's shorts, Snout Spout's boots, and Keldor's feet. Newly-sculpted pieces included the head, standard lower ("spinning top") torso, figure stand, weapons, and upper torso armor, which was not removable.

TWISTOID
Evil Energy Cyborg

ACCESSORIES

REAL NAME Gyro Robot **BIO** Created by Skeletor to combat a heroic spinning cyborg built by Man-At-Arms, Twistoid is a purely robotic energy robot that loves nothing more than to spin into battle and slam his foes like crazy. He has the ability to store up immense amounts of energy then burst out in a super spinning action plowing over warriors and taking on heroic energy powered robots and cyborgs. He carries a ball and chain, whirling sword and terror gears which he uses in service to Skeletor. Twistoid was destroyed during the Second Ultimate Battleground in a hand-to-hand spinning combat with his arch nemesis Rotar. Eventually, his robotic brain was relocated and installed in a Roton. This self-aware vehicle became a key member of Skeleteen's evil forces in his fight against He-Ro and the Masters of Eternia.

VINTAGE VAULT The vintage Twistoid figure was released in the original toyline's sixth wave in 1987. The figure was essentially a top; by running its tip along a smooth surface and letting it go, the figure would spin freely.



SIZE MATTERS In their "top" forms, Rotar and Twistoid stood about chest-high to an average 6.5" MOTUC figure.

GALLERY

MOTUC #179B • AFFILIATION Evil Warriors • SUBSCRIPTION N/A • PRICE $60 • ORIGINAL FIGURE RELEASE San Diego Comic-Con (July 9-12, 2015) • RELEASE TYPE Boxed 2-pack

SPIN FREE Although the MOTUC version of Twistoid was a faithful update of his vintage action figure predecessor, he lacked the spinning top action feature of the original toy.

TOUCHING BASE As with the vintage figure, Twistoid came with a base that allowed the figure to stand upright.

WELL ARMED Twistoid came armed with an updated version of the vintage figure's orange bladed weapon.

HE'S GOT LEGS Mattel opted to give Twistoid an optional set of legs, a feature that the vintage figure lacked. By popping off the orange, lower portion of the figure, the lower torso and legs could then be attached.

SWITCHING GEARS While in spinning mode, the vintage Twistoid could be placed on his "hatchet-whipper," causing the blades to spin rapidly. MOTUC Twistoid came with an updated version of this accessory, which the figure could be plugged in to.

TRIVIA

After first being made available as an exclusive at San Diego Comic-Con, this 2-pack went up for sale to the rest of the public on MattyCollector.com, selling out almost instantly, leaving many collectors empty-handed.

Rotar and Twistoid were mislabeled on the front of their packaging, with the name "Rotar" appearing in front of Twistoid and vice-versa.

This 2-pack retailed for $60 at a time when single-carded subscription figures sold for $26.

Pictured on Rotar and Twistoid's cardback were Eternos Palace King Randor, Clamp Champ, King Hssss, Mosquitor, and Scareglow.

ALTERNATE VIEWS Twistoid utilized Roboto's shoulders, the standard male torso, and Trap Jaw's shorts, legs, boots, and feet.

TWO-FACED The back of Rotar and Twistoid's helmets were designed to work as an optional second "face," as if they had pulled a visor down over their eyes and/or mouth.

PEEKABLUE
Watchful Feathered Friend

ACCESSORIES

REAL NAME Penelope **BIO** A magical princess of Etheria, Penelope has the power to see in all directions. Her fabulous peacock feathers fan out into a beautiful plumage which is the source of her powers and making her a master spy. She is so proud of them that she likes to strut around Etheria just to show them off. It is the eyes at the tips of these pretty plumes that give her the power of omnidirectional vision. This bird's eye view of all Etheria lets her know when Catra and the Horde make mischief. After the Horde left Etheria, she joined She-Ra and the other members of the Great Rebellion on Eternia to continue to fight for freedom and peace. During the Second Ultimate Battleground she fought side by side with Man-E-Faces, eventually falling in love with him and choosing to stay on Eternia as a member of the Masters of the Universe.

VINTAGE VAULT The vintage Peekablue figure (*above*) was released in the Princess of Power toyline's second wave in 1986 and came with a blue shield, blue comb, a blue and gold backpack with articulated peacock feathers, and a gold skirt with a "peacock eye" decal. The MOTUC Peekablue figure took only a little design inspiration from her toy predecessor but was instead based almost entirely upon her appearance in the Filmation *She-Ra: Princess of Power* cartoon, where she appeared in four episodes as well as the Christmas special.

GALLERY

MOTUC #180 • AFFILIATION The Great Rebellion **• SUBSCRIPTION** Club Eternia 2015 **• PRICE** $26 **• ORIGINAL FIGURE RELEASE** MattyCollector.com (July 15, 2015) **• RELEASE TYPE** Carded Figure

WINGED WARRIOR Peekablue's wings were articulated (allowing them to fold up partially) and could be worn in an upward or downward position.

SHIELD ME Like her vintage predecessor, Peekablue came armed with a blue version of the She-Ra shield, with an inset yellow jewel.

I'M YOUR BIGGEST FAN Peekablue's second accessory was an orange "battle fan," which was a newly-created weapon for this figure and was not based on any previous media appearance.

ALTERNATE VIEWS

Peekablue reutilized the standard female shoulders, biceps, hands, upper legs, and feet. Her head, torso, bracers, skirt, and boots were newly-sculpted parts.

TRIVIA

The following copy was written for Peekablue's sales page on MattyCollector.com: "She's a true fan girl! Take heed, Horde… this hard-to-miss princess has her eye on the ball, as well as everything else around. The visionary friend of She-Ra has the power to see far and wide, and the courage to fight alongside her friends in the Great Rebellion. Peekablue arrives with a blue and yellow shield and a fighting fan."

Peekablue's wings were removable. Each feather was individually sculpted and was not symmetrical, giving them an organic look. A light gloss was applied to the feathers, giving them a subtle shimmering, almost metallic effect.

Side note: only peacocks, which are male, have colorful feathers. Females, which are called peahens, have brown, tan or gray feathers.

Pictured on Peekablue's cardback were Spinnerella, Sweet Bee, Mermista, Double Mischief, and Angella.

CALLIX
Evil Horde Rock Man

ACCESSORIES

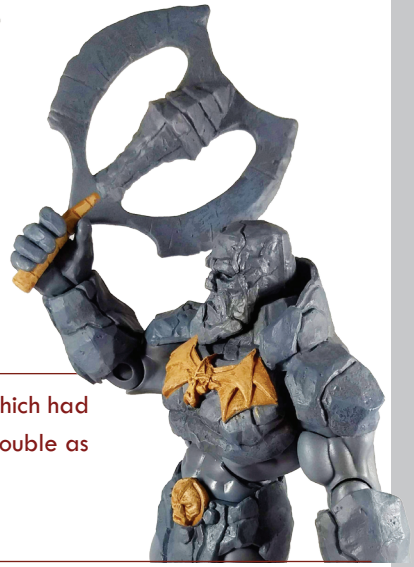
REAL NAME Callix **BIO** A Vebex rock man from the Tri-Solar System, Callix was recruited by the Horde Empire during his youth and quickly rose through the ranks due to his insight and perspective into enemy strategy. Assigned as lead council to Hec-Tor Kur, Callix traveled with him to Eternia to ensure their foe He-Ro had been destroyed. He remained with the Horde army on Eternia fighting the Snake Men and King Grayskull for rule over the planet. His ability to crumble into pebbles and rebuild himself has made Callix a deadly enemy of all those who oppose Hordak and his evil minions!

CARTOON CORNER Callix was a character created for the 2002 MYP *He-Man and the Masters of the Universe* reboot cartoon series, where he appeared very briefly in a single episode before being killed off by Hordak. (The figure's bio made mention of the character's ability to rebuild himself, implying that Callix ultimately survived Horrdak's punishment.) The figure followed the animated design fairly closely, except that the Horde logo on Callix's chest was a sandstone color instead of white and he was given an additional Horde emblem at his waist.

GALLERY

MOTUC #181 • AFFILIATION The Evil Horde • SUBSCRIPTION Club 200x 2015 • PRICE $26 • ORIGINAL FIGURE RELEASE MattyCollector.com (July 15, 2015) • RELEASE TYPE Carded Figure

WELL ARMED While Callix carried no weapons in his single cartoon appearance, the figure came with two. Like many of his Evil Horde comrades, he was given a crossbow, newly-designed for the figure.



AXE ME NO QUESTIONS The crossbow, which had a stony appearance like the figure, could double as an axe.

SHIELD ME Callix's second accessory was a small shield that was sculpted and painted to match the figure.

SAME AS Callix utilized the standard male torso, biceps, and upper legs, along with Whiplash's shoulders. His rocky chest/shoulder overlay was not removable.

SIZE MATTERS Callix's unique feet gave him a little extra height, making him slightly taller than the average MOTUC figure.

TRIVIA

Like the Club 30th Anniversary (2012), Club Filmation (2013), and Club Etheria (2014), Mattel offered a themed six-month subscription in conjunction with the main Club Eternia subscription in 2015. Dubbed Club 200x, the subscription focused on characters created or redesigned for the 200x MYP *He-Man and the Masters of the Universe* cartoon reboot. Callix was the first of six figures released in the subscription that also included an exclusive pack of six alternate head sculpts for pre-existing figures.

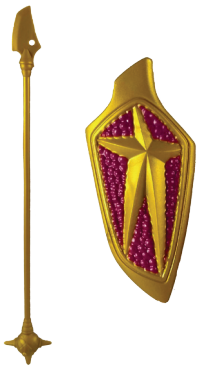
The following copy was written for Callix's sales page on MattyCollector.com: "When it comes to eliminating the opposition, he's crushing it! His stone cold fighting skills let him lay down the law and make him a total rock star for the Horde. This 200x figure arrives with a shield and a battle axe that can double as a crossbow."

Pictured on Callix's cardback were Mantenna, Hordak, Grizzlor, Horde Troopers, Leech, and Modulok.

MARA OF PRIMUS

Heroic Ambassador of Peace

ACCESSORIES



REAL NAME Mara **BIO** Master Sebrian's young assistant, Mara is very intelligent and bright. She and Caz stepped up to pilot Starship Eternia when the Galactic Guardians were busy elsewhere and word had to be taken to He-Man immediately to hurry back and save Primus. Since then, Mara has risen in skills and stature and can be counted on to help out whenever there's trouble. She reached the pinnacle of her career when she was made the Priman Ambassador on a visit to Necron and shortly after became Queen of the Mytes! Alongside her loyal friends, Mara fights against Crita and the Gleanons with her ponytail mace that's capable of swinging the advantage to their side!

CARTOON CORNER Mara was a character created for the 1989 cartoon series *The New Adventures of He-Man*. Despite being the most prominent female in the series, she was never given an action figure in the accompanying toyline, although a prototype figure did eventually surface. The prototype sported armor and a bare midriff that did not completely match the character's cartoon design. Mattel borrowed design elements from both the prototype and her animated look when creating the MOTUC Mara figure.

MOTUC #182 • AFFILIATION Galactic Protectors • SUBSCRIPTION Club Eternia 2015 • PRICE $26 • ORIGINAL FIGURE RELEASE MattyCollector.com (August 15, 2015) • RELEASE TYPE Carded Figure

HAIR TODAY The length of Mara's hair could be altered by separating it at the gold band and reattaching the mace weapon at the end. At its full length, the figure could hold it like a weapon.

WELL ARMED Mara came with two accessories. The first was a staff weapon which sported a mace on one end to match her ponytail and wrist guard, with a short blade on the other end.

SHIELD ME Mara's second weapon was a shield that was adorned with a motif to match the gold and magenta portions of her costumes. The shield's clip was sized to fit on her left arm gauntlet, but did not fit on the right arm.

SAME AS Mara utilized the standard female shoulders, biceps and hands, along with Battleground Teela's upper left leg.

TRIVIA

The following copy was written for Mara's sales page on MattyCollector.com: "Shampoo, conditioner, mace polish… this Galactic Protector has everything she needs for good grooming. Her powerful ponytail packs a punch, and she employs it to eliminate enemies in swift style! Mara of Primus arrives with her extendable mace ponytail, a shield, and a staff."

Mara was the first all-new female *New Adventures of He-Man* character produced in Masters of the Universe Classics. She would later be joined in the line by Crita, another female who made her debut in the 1989 cartoon series.

Mara was the only *New Adventures of He-Man* figure released in MOTUC in 2015. The next one in the line would be Darius in May of 2016.

Pictured on Mara's cardback were Galactic Protector He-Man, Hydron, Icarius, Intergalactic Skeletor, and Galactic Protector She-Ra.

"BUZZ SAW" HORDAK

Ruthless Leader with Blaster Blade

ACCESSORIES

REAL NAME Hec-Tor Kur **BIO** After King Miro and Randor returned from exile in Despondos, the Three Towers returned to the surface signaling the time when the Second Ultimate Battleground would commence. To prepare for this battle, Hordak invaded Central Tower in an attempt to steal the secret of time travel. But without the Cosmic Key to channel the Tower's energy, Hordak's body was mutated, creating a Buzz Saw Blaster which could lash out at any enemy from his chest. During their final battle, Skeletor magically drained Hordak's essence, revealing the secrets and might of the Horde Empire. But in Hordak's last breath, while he appeared surrounded and defenseless, Hordak's buzz saw blasts were unleashed, striking out at Skeletor in a final cataclysmic blow! If not for a nearby Bionatops, Skeletor would indeed have perished and Hordak's revenge would be complete.

VINTAGE VAULT The vintage "Buzz Saw" Hordak was released in the original toyline's sixth wave in 1987. The figure, which was largely a repaint of the original Hordak figure, could launch a spinning blade accessory from its chest, and also came armed with a white crossbow.

Hordak *"Buzz Saw" Hordak*

TAKE TWO "Buzz Saw" Hordak was mostly a repaint of the original Hordak figure with a newly-tooled chest piece. Other differences included a brighter red cape, shorter furry loin cloth, and the lack of silver detailing around the cowl and armor.

MOTUC #183 • AFFILIATION The Evil Horde • SUBSCRIPTION Club Eternia 2015 • PRICE $26 • ORIGINAL FIGURE RELEASE MattyCollector.com (August 15, 2015) • RELEASE TYPE Carded Quarterly Figure

SAME AS "Buzz-Saw" Hordak was comprised entirely of parts from the original Hordak figure with the exception of his newly-sculpted torso and the standard male furry loin cloth.

ALL THE BUZZ The vintage "Buzz Saw" Hordak figure had a lever on its back that, when pushed down, would cause the panel on his chest to pop open and launch the buzz saw accessory. The MOTUC version of the figure lacked this action feature, although he did still sport a chest panel that could be opened, with the removable buzz saw accessory stored inside.

DON'T CROSS ME This was the fourth time Hordak's crossbow was released in MOTUC. It was previously released in dark gray (Hordak), silver (Weapons Pak 1: Ultimate Battleground Assortment), and white (Spirit of Hordak).

GALLERY

TRIVIA

The following copy was written for "Buzz Saw" Hordak's sales page on MattyCollector.com: "He's handy with the power tools, but don't ask him to do chores around the house… he's got other plans for those sharp spinning blades. 'Buzz Saw' Hordak arrives with a cross bow and a buzz saw that he can either hold or place in his chest."

This was the fifth of six Hordak figures released in Masters of the Universe Classics. It was preceded by the original Hordak, Hurricane Hordak, Spirit of Hordak, and Hordak with Imp, and followed by Club Grayskull Hordak in 2018.

It was originally planned for this figure to include a new upper torso for Battle Armor King Hssss, but when that plan exceeded Mattel's budget, the torso was released as part of a new stand-alone figure (Serpentine King Hssss) in 2016.

Pictured on "Buzz Saw" Hordak's cardback were Dragstor, Multi-Bot, Extendar, Snout Spout, and Rio Blast.

EVIL SEED
Evil Master of Plants

ACCESSORIES

REAL NAME Sero Malusto **BIO** Created by Moss Man to aide Grayskull in the Great Wars against King Hssss and the invading Horde armies, Evil Seed betrayed his master and turned to evil, finding joy in corrupting all forms of plant life for his own amusement. Catching up with his vile creation, Moss Man imprisoned him in enchanted chains, keeping him restrained for many millennia. Sero was eventually freed by Orko, whose curiosity led him to regrettably release the evil master of plants. Now an enemy of He-Man and the Masters of the Universe, Evil seed fights to corrupt all plant life, using his twisted vines in deadly combat!

CARTOON CORNER Evil Seed was a character originally created for the Filmation *He-Man and the Masters of the Universe* cartoon, where he appeared in a single episode titled, appropriately enough, "Evilseed." The version of the character first released in MOTUC, however, was based on his redesign for the 2002 MYP MOTU reboot cartoon series, where he appeared in a total of three episodes. The Filmation design of the character was eventually released in MOTUC as part of the Club Grayskull series.

GALLERY

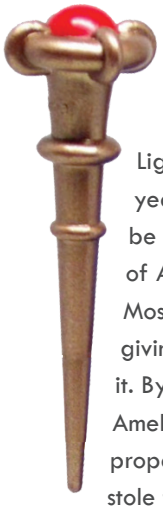
MOTUC #184 • AFFILIATION Council of Evil • SUBSCRIPTION 2015 Club 200x • PRICE $26 • ORIGINAL FIGURE RELEASE MattyCollector.com (August 15, 2015) • RELEASE TYPE Carded Figure

WELL ARMED Evil Seed's vine accessory was designed to wrap around either of his arms and be held in his hand, replicating his plant-generating powers The accessory could be stored between two spikes located between the figure's shoulder blades.

LONG LIVE THE KING Evil Seed's second accessory was the Scepter of Power. The Scepter of Power, handed down through generations of the Royal Family of Eternia, was introduced in "The Magic Falls," the 131st episode of the Filmation MOTU cartoon series.

SCEPTER OF POWER

Enchanted Standard of the Rulers of Eternia



Since before the Treaty of the Three Towers, the rightful Kings and Queens of Eternia have wielded the Scepter of Power. Bonded to the magic of the Star Seed, the Scepter brings a blessing of life and renewing energy to Eternia's Light Hemisphere. While the Scepter was lost during the 2,000 year long Age of Sorrow when the line of kings was thought to be broken, it was recovered from thieves in the underground city of Arachnia by rightful King Elden and the Eternian elemental Moss Man. The villainous Evil Seed, who craved the Scepter's life-giving magic, was behind the theft and swore to one day regain it. By the time of Elden's descendant King Miro and his wife Queen Amelia, the Scepter had restored much of their shining realm to its proper glory. During the reign of King Skeletor, Evil Seed again stole the Scepter, but Moss Man and He-Man defeated him and hid it within Castle Grayskull. Later, after the Reawakening, Miro's granddaughter She-Ra brought the Scepter's healing power to the neglected Dark Hemisphere to forge new and lasting peace on Eternia.

TRIVIA

Evil Seed was the second of six figures released in Club 200x. He was the only one of the six figures to not be an original creation for the 2002 cartoon, but was instead a redesign of an existing Filmation character.

The original Filmation design of Evil Seed, which differed greatly from the 200x redesign of the character, was given its own action figure in the Club Grayskull line in 2016, where he served as the club exclusive figure for the subscription.

Evil Seed utilized the standard smooth male torso, biceps, and upper legs. His torso overlay was not removable, and all other pieces appeared to be newly sculpted.

The official bio for the Scepter of Power was revealed on He-Man.org on March 18, 2019.

Pictured on Evil Seed's cardback were Moss Man, Orko, Skeletor, He-Man, and Man-At-Arms.

HEADS OF ETERNIA
Accessory Pack

BACKGROUND Despite what the title sounds like, this was not a multi-pack of action figures based on the various rulers of Eternia. It was literally a pack of six alternate heads that could be used on previously-released Masters of the Universe Classics figures. It included alternate heads inspired by the 2002 MYP MOTU cartoon and subsequent Mattel toyline as well as the NECA line of mini-statues. The pack included heads for Roboto (originally released in October of 2010), Grizzlor (November 2010), Buzz-Off (December 2010), Sy-Klone (April 2011), Clawful (July 2011), and Snout Spout (November 2011). The Heads of Eternia accessory pack was the exclusive item for the Club 200x subscription and was sent to subscribers in August of 2015.

original head

ROBOTO Like the original Roboto head sculpt, the 200x Roboto head sculpt featured a moving jaw, behind which was some detailed circuitry. Other than the new head, there were no other details in the original Roboto figure that were a nod to his 200x redesign.

GRIZZLOR Before Grizzlor was originally released, *ToyFare* magazine showed some pictures of the upcoming figure, including a swappable faceplate that was based on the 200x NECA Grizzlor mini-statue. The faceplate was dropped from the final production figure, but a full head based on Grizzlor's 2002 redesign was included in the "Heads of Eternia" pack. Other nods to Grizzlor's 2002 redesign included his belt, his multiple weapons, and his backpack.

original head

MOTUC #185 • AFFILIATION Varied • SUBSCRIPTION 2015 Club 200x • PRICE $26 • ORIGINAL FIGURE RELEASE MattyCollector.com (August 15, 2015) • RELEASE TYPE Carded Accessory Pack

original head

BUZZ-OFF The 200x Buzz-Off head sculpt was much more insect-like than the vintage version, particularly his long antennae. There were other nods to Buzz-Off's 2002 redesign included with the original figure, such as his long axe accessory and the extra appendages on his back.

SY-KLONE Sy-Klone's 200x head sculpt gave the character a more unique, sci-fi feel in comparison to his He-Man-esque vintage head sculpt, especially when paired with the 200x red ring already included with the original figure.

original head

original head

CLAWFUL Perhaps the most fan-demanded head sculpt of the six-pack was Clawful's, as the character was given a more menacing look in the 200x cartoon, especially when compared to his muppet-like vintage head sculpt. The original figure's only nod to the character's 200x redesign was the crab shell design of the back of his armor.

SNOUT SPOUT Last but not least, Snout Spout was given a head sculpt based on his redesign for his 200x NECA mini-statue. Unlike the vintage head sculpt, which had a trunk made of a pliable foam that had a tendency to tear, the new head sculpt's trunk was made of a solid plastic.

original head

TRIVIA

Early in the MOTUC line, a few figures, including Whiplash, Fisto, and Trap Jaw, came with alternate heads based on their 200x redesigns. At some point after the release of Whiplash, Mattel management decided that they would no longer allow the release of these alternate looks, as they viewed the 200x toyline as a failure. Sometime later, Mattel reversed their stance and began allowing more 200x-inspired items in MOTUC, finally announcing this "Heads of Eternia" pack at New York Toy Fair 2015.

Of all the MOTUC subscription-exclusive releases, the "Heads of Eternia" was the only accessory pack; all other exclusives were 6.5" carded figures like Preternia Disguise He-Man, Shadow Weaver, and Oo-Larr.

Pictured on the Heads of Eternia cardback were (appropriately enough) Roboto, Grizzlor, Buzz-Off, Sy-Klone, Clawful, and Snout Spout.

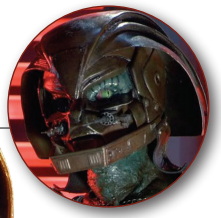
SAUROD

Evil Spark Shooting Reptile

ACCESSORIES

REAL NAME C'Ngrel Chouluth **BIO** A Klybian Lizard Man from the planet Draphos, Saurod the Terrible broke out of Prison Star and rode a meteor shower across the solar system to Eternia. As one of the three reptilian races whose DNA was spliced to create the Snake Men, Saurod is a natural enemy of King Hssss and eagerly joined with his enemies. He was recruited by Skeletor in an attempt to boost his forces against his former master Hordak. Saurod fought for Skeletor during the Second Ultimate Battleground, slaying many snake warriors including Sssqueeze and Snake Face in hand to hand combat. Using his laser, Saurod also tried to steal the Cosmic Key from Gwildor to back in time and prevent the dilution of his species.

VINTAGE VAULT The vintage Saurod action figure (*left*) was released in the original toyline's sixth wave in 1987. The figure featured a lever on its back which, when pushed down, would cause the figure to emit sparks from its mouth. It came armed with a black gun.



SILVER SCREEN Saurod was a character created for the 1987 live-action *Masters of the Universe* movie. He was subsequently given an action figure in Wave 6 of the vintage MOTU toyline. He was the third of the movie figures to be released in MOTUC (the first two being Blade and Gwildor) and was followed by Karg in 2018.

SAME AS Saurod utilized Bow's feet and Whiplash's scaly upper torso (hidden underneath his removable armor), but was otherwise comprised of all-new parts.

MOTUC #186 • AFFILIATION Evil Warriors • SUBSCRIPTION Club Eternia 2015 • PRICE $26 • ORIGINAL FIGURE RELEASE MattyCollector.com (September 15, 2015) • RELEASE TYPE Carded Figure

WELL ARMED Saurod came armed with a gun that he could hold in his right hand (with his finger on the trigger). This was an update of the accessory included with the vintage figure.

TAILS I WIN The sculpt for Saurod's tail, which was not articulated, was identical to the tail sculpt of the previously-released Lizard Man figure.

GUNSLINGER Saurod's gun could be stored in the holster on the figure's belt.

GALLERY

TRIVIA

The following copy was written for Saurod's sales page on MattyCollector.com: "Get ready for the scales to fly… it's lizard v. snake in a battle for power. Saurod likes to shoot first and ask questions never, and his desire to dominate has him gunning for Gwildor in pursuit of the Cosmic Key. Based on the '80s vintage toy, this raging reptile comes with his laser gun."

It could be difficult to tell the difference between Saurod's "skin" and his chainmail, which was close in color to his skin but also featured a slightly metallic finish. His upper chest (which was actually a part of his armor), shoulders, upper arms, and upper legs were chain mail; his face, neck, upper torso (under the armor), calves and tail were his skin.

Saurod was the last action figure from the vintage line's sixth wave to be released in MOTUC.

Pictured on Saurod's cardback were Skeletor, Gwildor, Blade, Beast Man, and He-Man.

KING CHOOBLAH

Heroic King of the Kulataks

ACCESSORIES

REAL NAME K'Rudulak Chuboola **BIO** Once thought to be a mythical race, the savage looking Kulataks allied themselves with King Randor after Skeletor attempted to steal Eternium metal from their mines. Supplying the Masters of the Universe with this precious metal, the Kulataks helped build a new prison for Skeletor's Evil Warriors, King Chooblah later joined Randor's new Eternian Council, helping to unify the free people of Eternia against evil. Chooblah took up arms himself during the Second Ultimate Battleground leading three battalions of brave Kulatak warriors against the Snake Men and Horde armies. Their attack was the key to defeating King Hssss and destroying the Horde war machines. Wise leader of the Kulatak warriors, King Chooblah uses his claws and great strength to defeat evil enemies!

CARTOON CORNER King Chooblah was a character originally created for the 2002 MYP *He-Man and the Masters of the Universe* cartoon, appearing in a total of three episodes. Even though he joined the likes of Chief Carnivus and Lord Dactus in King Randor's Eternian Council, he was never given a proper name until his release as an action figure in Masters of the Universe Classics.

SIZE MATTERS Thanks to Chooblah's newly-sculpted feet and the way they attached at the ankles, he was one of the tallest carded figures in MOTUC.

MOTUC #187 • AFFILIATION Eternian Council • SUBSCRIPTION 2015 Club 200x• PRICE $26 • ORIGINAL FIGURE RELEASE MattyCollector.com (September 15, 2015) • RELEASE TYPE Carded Figure

ALTERNATE VIEWS King Chooblah's furry collar/neck piece was removable.

WELL ARMED

King Chooblah's only accessory was his staff, which was based on the weapon he carried in his cartoon appearances.

SAME AS King Chooblah utilized Beast Man's furry upper torso, shoulders, biceps, upper legs, and calves. All of his other pieces were newly sculpted.

GALLERY

TRIVIA

The following copy was written for King Chooblah's sales page on MattyCollector.com: "This Kulatak elder knows a thing or two about getting his claws dirty, but it's all for a good cause. He stands king to king with the Eternian leader to fight their mutual foes and protect the peace. King Chooblah comes with an oversized walking staff."

King Chooblah was the third of six figures released in Club 200x.

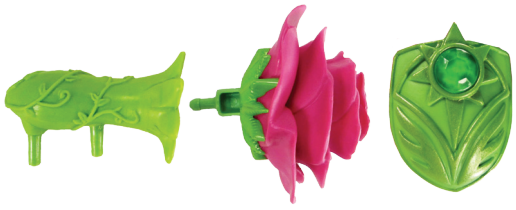
When King Chooblah was created for the 2002 cartoon series, his design took several deliberate cues from Beast Man, in hopes that a Chooblah action figure could share parts with the existing Beast Man action figure. This explains why both characters wear a similar medallion around their necks.

Pictured on King Chooblah's cardback were Queen Marlena, King Randor, Chief Carnivus, and Lord Dactus (note that these characters are all members of King Randor's Eternian Council).

PERFUMA

Scent-Sational Flower Maiden

ACCESSORIES



REAL NAME Tara **BIO** Born on Etheria in an enchanted flower garden far, far away where sunflowers sand and daffodils danced, Tara was taught by the magical flowers to put people to sleep. She now uses this secret power to help She-Ra and the Great Rebellion. Whenever Catra and the Evil Horde try to make mischief she opens her petals into a beautiful blossom. As soon as enemies get a whiff of her perfume, all they want to do is fall into a deep slumber. She later used her power on Eternia, traveling with She-Ra to join the heroic Masters of the Universe in the continuing battle against Hordak. With power over everything that grows, Perfuma's enemies come near and are put to sleep with her floral aroma. Even Hordak couldn't stand the beautiful scents of Perfuma's magic and had to beg She-Ra to take her away!

VINTAGE VAULT The vintage Perfuma figure was released in the second wave of the Princess of Power toyline in 1986. The figure came with a flower backpack, green comb and shield. The MOTUC Perfuma figure was based heavily upon her Filmation POP cartoon design, while certain elements, such as her bracers and boots, were based upon her vintage action figure.

MOTUC #188 • AFFILIATION The Great Rebellion **• SUBSCRIPTION** Club Eternia 2015 **• PRICE** $26 **• ORIGINAL FIGURE RELEASE** MattyCollector.com (October 15, 2015) **• RELEASE TYPE** Carded Figure

HATS OFF Perfuma's flowered headpiece was removable.

SHIELD ME Like her vintage counterpart, Perfuma came with the She-Ra shield cast in green plastic (with inset green jewel). Unlike the vintage figure, MOTUC Perfuma did not come with a comb.

WELL-ARMED The vintage Perfuma figure came with a gun (that also doubled as a backpack) that, with the push of a lever, could "bloom" a fabric flower. MOTUC Perfuma came with an updated, all-plastic version of this accessory. This new version separated at the bloom and could not be mounted on her back; it was also too heavy for the figure to hold up.

STOP AND SMELL THE ROSES Like Moss Man and Stinkor before her, Perfuma was scented. Her smell was distinctly floral. Both the figure and her gun accessory were scented.

ALTERNATE VIEWS Perfuma utilized the standard female shoulders, biceps, right hand, and upper legs, along with Catra's left hand. All of her other pieces appeared to be newly sculpted.

TRIVIA

With the release of Perfuma, Mattel successfully finished recreating in Masters of the Universe Classics every single figure released in the vintage Princess of Power toyline, with the exception of two versions of Catra (Scratchin' Sound and Shower Power) and one version of She-Ra (Starburst).

The following copy was written for Perfuma's sales page on MattyCollector.com: "Hey Hordak… sometimes you have to stop and smell the roses. Perfuma takes flower power to a new level and pushes 'Hordikins' to his breaking point with her blossoms and blooms. This scented figure arrives with her flower gun and shield."

This was the third time Catra's "scratching" left hand was used as another character's "spelling-casting" hand. The first two instances were Battleground Evil-Lyn and Castaspella.

Pictured on Perfuma's cardback were Hordak, Sweet Bee, Galactic Protector She-Ra, Bow, and Madame Razz.

CERATUS
Heroic Leader of Sub-ternia

ACCESSORIES

REAL NAME Ceratus Krazut **BIO** Shortly after the Great Unrest ended the Caligars and Speleans returned to their kingdoms to find their homes had been destroyed while they fought with Miro on the overside. Blaming each other for the destruction, both species were plunged into a war that would continue to ravage their kingdoms for decades. It was not until the threat of Skeletor and King Hssss emerged that Ceratus, leader of the Caligars, put aside his differences with the Speleans and joined Randor's new Eternian Council. In addition to serving in this political group, Ceratus also fought as a member of the Masters of the Universe during the Second Ultimate Battleground. Leading a battalion of Caligar warriors, Ceratus fights for the freedom of Eternia.

CARTOON CORNER Ceratus, leader of the Caligars and brother to Whiplash, was a character originally created for the 2002 MYP *He-Man and the Masters of the Universe* cartoon. Like the previously-released MOTUC figures Chief Carnivus, King Chooblah, and Lord Dactus, he was a member of King Randor's Eternian Council.

GALLERY

MOTUC #189 • AFFILIATION Eternian Council **• SUBSCRIPTION** 2015 Club 200x **• PRICE** $26
• ORIGINAL FIGURE RELEASE MattyCollector.com (October 15, 2015) **• RELEASE TYPE** Carded Figure

BLING Ceratus' earrings were made of metal. His nose ring was a permanent part of his head sculpt.

A BONE TO PICK Ceratus' strange weapon, which appeared to be a combination of bone and wood, was based upon the weapon he carried in the cartoon series.

TAILS YOU LOSE Ceratus' tail was attached to his torso overlay and was therefore not removable. It featured one point of articulation, a swivel joint near the waist.

SAME AS Ceratus utilized the standard male biceps and upper legs, Clawful's scaly upper torso, and Demo-Man's hands and feet. All of his other pieces were newly sculpted.

TRIVIA

The following copy was written for Ceratus' sales page on MattyCollector.com: "Let's hear it for the champion of Caligars! The leader of the lizard race leaps at the chance to help Sub-Ternia overcome its enemies… and to avenge betrayal by his own brother, the wicked warrior Whiplash. Ceratus arrives in a leather kilt with his bone pickaxe."

Ceratus was the fourth of six figures released in Club 200x.

Instead of sculpting a new upper torso for Ceratus, Mattel opted instead to create a new overlay, which covered the scaly upper torso beneath. This overlay was not removable.

Had MOTUC continued with Mattel beyond 2016, the company had plans to eventually release a 2-pack of Caligar warriors.

Pictured on Ceratus' cardback were King Randor (Eternos Palace), Lord Dactus, Whiplash, and Keldor.

FLYING FISTS HE-MAN

Heroic Leader with the Arm-Swinging Action!

ACCESSORIES

REAL NAME Adam of the House of Randor **BIO** After his trip to Preternia, He-Man returned to his own time period with the hidden knowledge of the Snake Men's one true weakness. Together, with the new Sorceress and his twin sister, Adora, He-Man and the renegade Masters of the Universe planned a final strike against all who opposed freedom. The heroes forged an uneasy alliance with Skeletor and his Evil Warriors, and clashed against the Snake Men and Horde warriors on the fields of Central Tower during the Second Ultimate Battleground. Powered by the Orb of Grayskull, Flying Fists He-Man repelled his serpentine villains with his fist-flinging power!

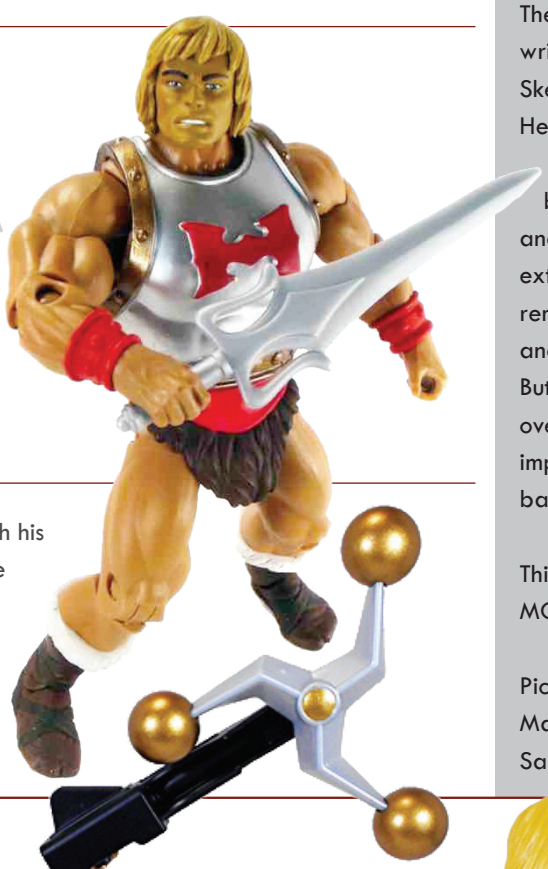
VINTAGE VAULT The vintage Flying Fists He-Man figure was released in the original toyline's fifth wave in 1986. The figure had an action feature that would cause his arms to swing by moving the waist back and forth via a thumb grip on the back. His two weapons would spin if he was holding them when his action feature was activated.

UPDATES The vintage FF He-Man sported non-removable, vac-metal armor. The MOTUC version of this figure featured removable armor that was matte silver. The vintage figure also had a removable red clip on the back of the armor to store weapons; the MOTUC version lacked this clip. FF He-Man was mostly a repaint of the original He-Man figure. Oddly, he was given Tri-Klops' left forearm, whereas the vintage figure was wearing He-Man's asymmetrical bracers.

GALLERY

MOTUC #190A • AFFILIATION Heroic Warriors • SUBSCRIPTION Club Eternia 2015 • PRICE $52 • ORIGINAL FIGURE RELEASE MattyCollector.com (October 15, 2015) • RELEASE TYPE Boxed 2-Pack

< SHIELD ME This updated version of Flying Fist He-Man's shield could be spun, just like the original.



I HAVE THE POWER Even though his vintage predecessor did not come with one, MOTUC Flying Fists He-Man came with a light gray version of the Power Sword, making its 20th appearance in MOTUC.

< TASTE THE MACE Like his vintage counterpart's weapon, Flying Fist He-Man's three-headed mace could be "spun."

DIAL ME UP Toward the bottom of the back of the figure's armor was sculpted detailing recreating the thumb grip that activated the action feature on the vintage figure. While this dial was non-functional, it paid homage to the vintage figure's action feature.

TWO-PACKS A-PLENTY In an effort to wrap up recreating the vintage toyline in Masters of the Universe Classics by the end of the year, Mattel released two different He-Man/Skeletor 2-packs in 2015: Terror Claws Skeletor/Flying Fists He-Man in October and Laser Power He-Man/Laser Light Skeletor just two months later in December.

TRIVIA

The following copy was written for Terror Claws Skeletor/Flying Fists He-Man's sales page on MattyCollector.com: "The battle for Eternia rages, and Flying Fists He-Man has a little something extra up his sleeve. More precisely, he's got a removable fist accessory at the end of his sleeve, and he uses it to send Skelly a powerful message. But Terror Claws Skeletor is not about to hand over his power… he meets the challenge with two impressive oversized claws. Who will win this epic battle?"

This was the ninth version of He-Man released in MOTUC (tenth if you count Prince Adam).

Pictured on Terror Claws Skeletor/Flying Fists He-Man's cardback were Snake Man-At-Arms, "Buzz Saw" Hordak, and Evil-Lyn.

TERROR CLAWS SKELETOR

Evil Leader with the Claw-Swinging Action!

REAL NAME Keldor of the House of Miro **BIO** In preparation for the Second Ultimate Battleground, Skeletor commissioned a new armor upgrade from his chief weapons master, Spikor. Arming himself with Terror Claws, Skeletor leapt into battle against the Snake Men, Horde Army and the Masters of the Universe. In single combat he slew Gygor, Lord of the Vine Jungle, and eventually fought and mortally wounded his former master. Finishing Hordak off with a magical spell which drained his essence, Skeletor learned of the might of the Horde Empire, and quickly turned his ambitions to the stars. After the battle, Skeletor left Eternia behind in favor of a grander prize - as ruler of the entire Universe!

VINTAGE VAULT The vintage Terror Claws Skeletor figure was released in the original toyline's fifth wave in 1986. The figure had an action feature much like Flying Fists He-Man's, where his arms would swing by moving the waist back and forth via a thumb grip on the back.

SAME AS Terror Claws Skeletor was comprised completely of parts that were utilized by the original Masters of the Universe Classics Skeletor with the exception of his upper torso. His skin was also a darker shade of blue. His purple armor was not removable, as was also the case with his vintage action figure predecessor.

ACCESSORIES

GALLERY

MOTUC #190B • AFFILIATION Evil Warriors **• SUBSCRIPTION** Club Eternia 2015 **• PRICE** $52
• ORIGINAL FIGURE RELEASE MattyCollector.com (October 15, 2015) **• RELEASE TYPE** Boxed 2-Pack

DRAGON THE LINE

Skeletor's dragon skull weapon was articulated at two points (including the jaw).

STORAGE SPACE Skeletor's dragon skull weapon could be stored on the figure's back when not in use.

SKELE-CLAWS Skeletor's titular Terror Claws fit over the figure's forearms and snapped into place over the figure's wrists.

CHECKLIST The Flying Fists He-Man / Terror Claws Skeletor 2-pack came with a total of six accessories.

TRIVIA

This was the seventh version of Skeletor released in MOTUC (eighth if you counted Keldor).

The vintage Terror Claws Skeletor's dragon skull weapon featured a mouth that was either red inside or left unpainted. The MOTUC version had a red mouth.

The paint on Terror Claws Skeletor's face was more monochromatic than any previous MOTUC Skeletor face.

Had MOTUC continued at Mattel beyond 2016, they had plans for more versions of Skeletor, including his 200x design, Samurai, and Disco.

In 2019, Mattel launched a toyline called Masters of the WWE, which combined elements of Masters of the Universe with World Wrestling Entertainment. This toyline's Terror Claws Triple H figure reutilized the claws from the MOTUC Terror Claws Skeletor figure, only cast in black plastic instead of purple.

LIKELY PAIR Flying Fists He-Man and Terror Claws Skeletor were released both individually and in a 2-pack gift set as part of the vintage toyline's fifth wave in 1986, so their pairing here in MOTUC made sense.

DRAGSTOR

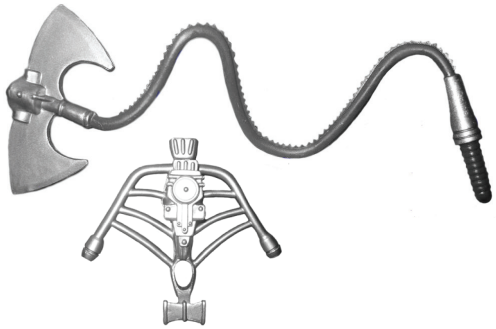
Transforming Evil Warrior Vehicle

REAL NAME Theydon **BIO** One of the fastest athletes in all of Etheria, Theydon was lured into Hordak's experimentation matrix with promises of fame and fortune. Instead, the former record-holding runner was transformed into a terrible mutation and brainwashed to become an Evil Horde crony. Now half-man half-machine, he became Dragstor - the vicious maniacal speed demon. He is able to move faster than any other warrior and he even outpaces some vehicles! Dragstor loves to chase down helpless victims and drag them back to Hordak. He transforms from evil warrior to evil vehicle and in a burst of speed chases after enemies of the Horde with rip-roaring velocity!

VINTAGE VAULT The vintage Dragstor was released in the original toyline's fifth wave in 1986. The figure came with a ripcord that, when placed in a slot in the figure's belt and pulled, caused the wheel in the figure's stomach to spin. The figure would then race along a flat surface when placed in a prone position.

WHAT A DRAG MOTUC Dragstor lacked the spinning-wheel action feature of his vintage counterpart. Instead, his non-spinning wheel was simply integrated into the mold of his armor, which was not removable. The "wheel," while being non-functional, was molded in a softer rubber material to represent the tactile feel of a tire. There was a faux opening in the front and back of the figure that paid homage to the vintage figure's ripcord slot.

ACCESSORIES



GALLERY

MOTUC #191 • **AFFILIATION** Evil Warriors • **SUBSCRIPTION** Club Eternia 2015 • **PRICE** $26
• **ORIGINAL FIGURE RELEASE** MattyCollector.com (November 15, 2015) • **RELEASE TYPE** Carded Figure

WELL ARMED While the vintage figure also came with a crossbow, the MOTUC Dragstor's crossbow was redesigned to look like it was made from an engine and exhaust pipes. This accessory could also be stored on Dragstor's back.

WHIP IT GOOD Dragstor's bladed whip accessory was a clever homage to the vintage figure's ripcord. The handle of the ripcord became the weapon's blade, and there were even ridges running along the length of the whip. While this accessory was made of a fairly pliable plastic, it could not be bent into any shape aside from the one it was molded in.

SAME AS Dragstor utilized the standard male torso (hidden beneath his non-removable armor), shoulders, biceps, and hands, along with Hordak's gloves. All other pieces appeared to be newly sculpted.

TRIVIA

The following copy was written for Dragstor's sales page on MattyCollector.com: "Get ready for a rough ride when this speed demon puts the pedal to the metal. His transformation into a vicious vehicle of vengeance has him all revved up and raring to go… and he's definitely not EPA* approved. Dragstor comes with a cross bow with a hook attachment. (*Etherian Protection Agency.)"

Dragstor was the final figure from the vintage toyline's Wave 5 to be recreated for Masters of the Universe Classics. He was also the final Evil Horde figure from the vintage line to be released in MOTUC.

For unknown reasons, the MOTUC Dragstor's torso was black instead of blue like the vintage figure.

Pictured on Dragstor's cardback were "Buzz Saw" Hordak, Multi-Bot, Modulok, Leech, and the Horde Troopers.

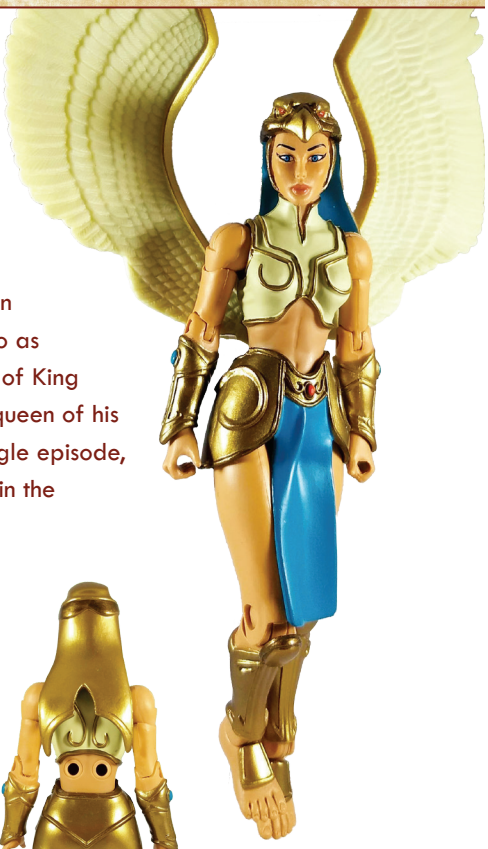
QUEEN GRAYSKULL

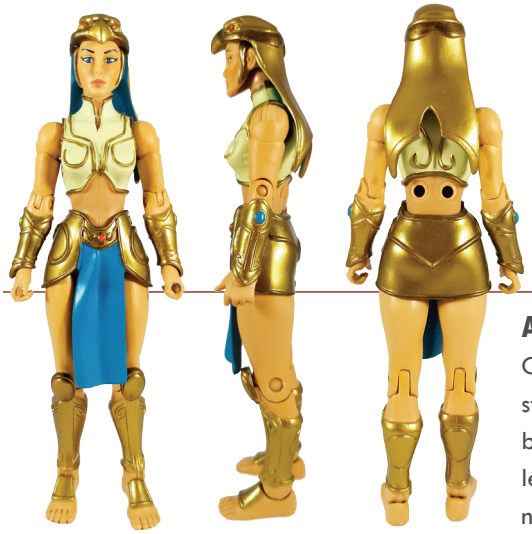
Heroic Guardian of Power

ACCESSORIES

REAL NAME Veena **BIO** After the death of her husband, Grayskull's widow took up the lonely duty of Guardian, residing in Grayskull's castle to watch over the secret Orb she helped create, containing the Power of the Universe. With the help of the Elders and her apprentice Sharella, she split He-Ro's sword in two, knowing that the united blade was the key to channeling the Power once again. While she watched over the Orb, Sharella became the Goddess, seeking out brave heroes to guard the twin blades, preventing them from being combined by the hands of evil. The Guardian of Grayskull went on to protect the castle throughout her life, occasionally tapping into the Orb of Power to protect it, as she did during the battles with the Fighting Foe Men. Shortly before her death, at an extremely old age, she located a new guardian to protect Castle Grayskull's secrets and passed on her role.

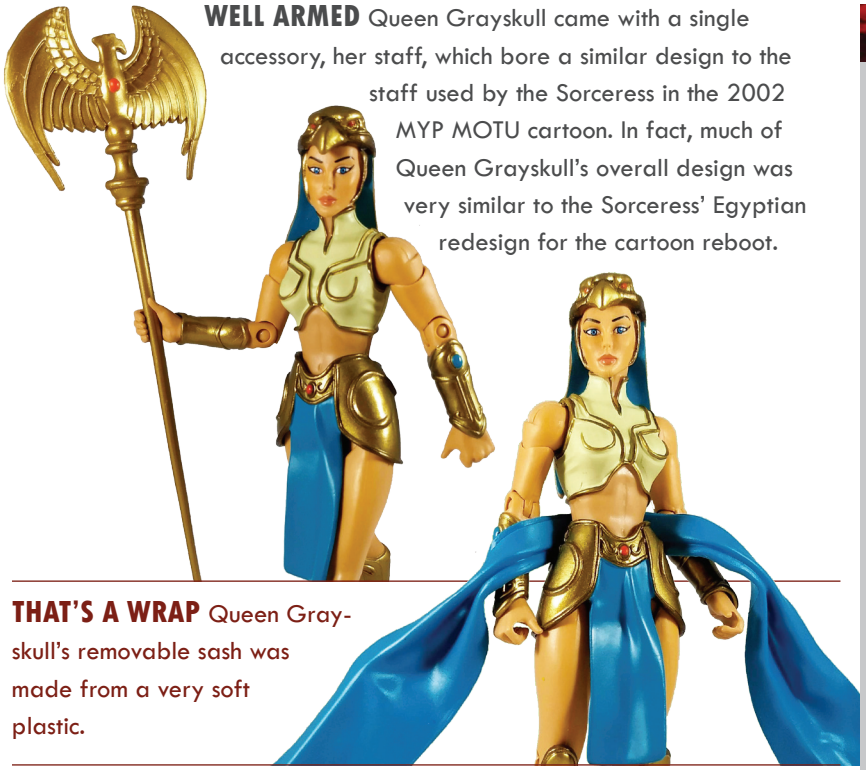
CARTOON CORNER Queen Grayskull was a character originally created for the 2002 MYP MOTU cartoon series, where she was referred to as Queen Veena. She was the wife of King Grayskull, and presumably the queen of his kingdom. She appeared in a single episode, titled "The Power of Grayskull," in the cartoon's second season.





ALTERNATE VIEWS Queen Grayskull utilized the standard female shoulders, biceps, hands, and upper legs. All other pieces were newly sculpted.

MOTUC #192 • AFFILIATION Preternian Heroic Warriors • SUBSCRIPTION 2015 Club 200x • PRICE $26 • ORIGINAL FIGURE RELEASE MattyCollector.com (November 15, 2015) • RELEASE TYPE Carded Figure

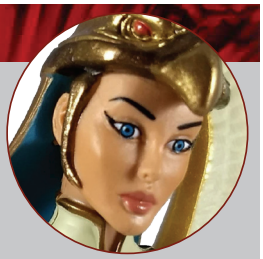


WELL ARMED Queen Grayskull came with a single accessory, her staff, which bore a similar design to the staff used by the Sorceress in the 2002 MYP MOTU cartoon. In fact, much of Queen Grayskull's overall design was very similar to the Sorceress' Egyptian redesign for the cartoon reboot.

THAT'S A WRAP Queen Grayskull's removable sash was made from a very soft plastic.

TAKING FLIGHT Queen Grayskull's newly-sculpted wings attached to her lower back and were removable.

TRIVIA



Queen Grayskull was the fifth of six figures released in Club 200x. She was also the subscription's only female.

Queen Veena's name had to be changed to Queen Grayskull for the action figure release due to active copyrights.

The following copy was written for Queen Grayskull's sales page on MattyCollector.com: "A man's home may be his castle… but Castle Grayskull is also home to a woman with tremendous power. This majestic monarch arrives to assume her rightful role in your collection as protector of the Orb. Queen Grayskull comes with a 200x-inspired staff and a wrap."

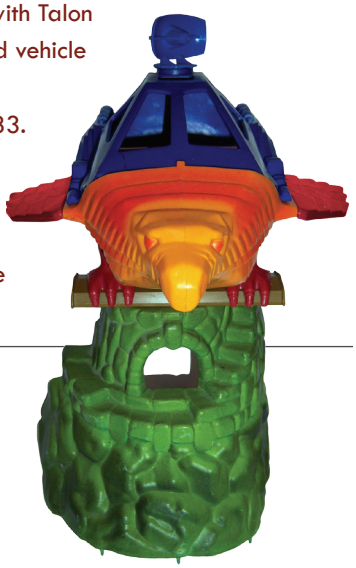
The Queen Grayskull prototype figure featured a staff covered in a fabric draping similar to her sash, but this was dropped before production.

Pictured on Queen Grayskull's cardback were the Goddess, Teela, the Sorceress, King Grayskull 2.0, and He-Man.

POINT DREAD
& Talon Fighter

POINT DREAD BIO From the unyielding crags of barren moons to the verdant jungles of life-rich worlds, the mysterious citadel known as Point Dread has appeared and disappeared countless times in the chronicles of Scrollos. An outpost of unknown agents to the Gods from before even the time of the Star Harvest, Point Dread's appearance often forshadowed great change, and more often great doom for the people who beheld it. Point Dread's arrival once warned a young Master Sebrian of the coming invasion by the Space Mutants of Denebria. Appearing to have been grown from the rocks on which it stands, Point Dread always carried the winged Talon Fighter like a watchful sentinel on its peak. The outpost's advanced design provided the blueprint for Castle Grayskull itself when the castle's original architects found Point Dread on the dark cliffs of Eternia. The bond between Point Dread and the castle was so great that it often reappeared on Eternia, and it was even merged with one of its towers by the cunning wizard Skeletor.

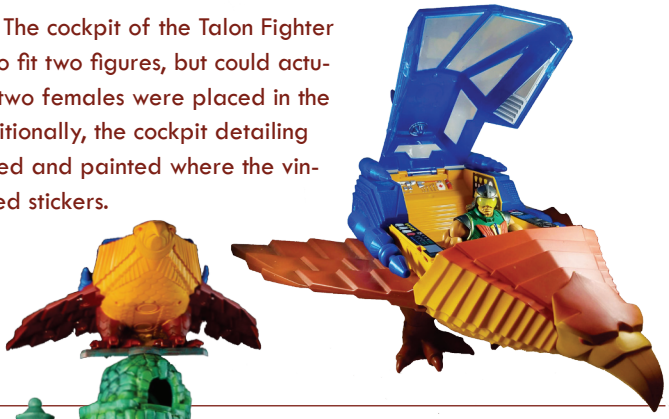
VINTAGE VAULT The original Point Dread with Talon Fighter (*right*) was a combination playset and vehicle that was released as part of Wave 2 of the vintage Masters of the Universe series in 1983. The new Point Dread with Talon Fighter was the second playset (after Castle Grayskull) and the fourth vehicle released in Masters of the Universe Classics, and came packaged with an all-new Teela figure.



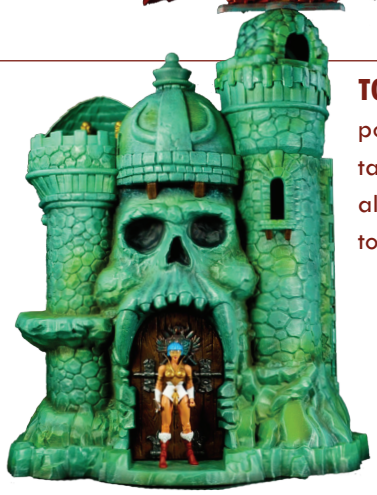
WHAT'S IN THE BOX?! Included with this release was a removable computer console, a new Teela figure with sword, shield, and alternate head, Point Dread playset/base, and the Talon Fighter vehicle.

MOTUC #193A • AFFILIATION The Heroic Warriors • SUBSCRIPTION N/A • PRICE $125 • ORIGINAL RELEASE MattyCollector.com (November 15, 2015) • RELEASE TYPE Boxed Playset/Vehicle & Figure

CARPOOLING The cockpit of the Talon Fighter was designed to fit two figures, but could actually fit three if two females were placed in the back seat. Additionally, the cockpit detailing was fully sculpted and painted where the vintage vehicle used stickers.



TOPS Just like the vintage toy, the top portion of Point Dread could be attached to the Castle Grayskull playset, allowing the Talon Fighter to perch on top of the ancient fortress.



LOGGING IN The vintage Point Dread's interior computer console was a cardboard insert. For MOTUC, the computer console was given a plastic upgrade, complete with paint and sticker details.

STICKER FUN The set included three stickers to apply to the vehicle's dash: a targeted Beast Man screen, a traditional RADAR screen, and a screen with Orko and Cringer.

ELBOW ROOM There was roughly enough space in the interior of Point Dread for one or two figures to stand.

TRIVIA

The following copy was written for the Point Dread & Talon Fighter's sales page on MattyCollector.com: "When He-Man feels the need for speed, he summons the Talon Fighter, and this awesome aerial transport vehicle finally lands in our lineup! Sculpted in amazing detail by the Four Horsemen, up to two MOTUC figures can fit inside the vehicle for a multitude of display options (figures with tails, wings or capes may not fit). The Talon Fighter comes with its own dedicated landing base, Point Dread, which can be either be displayed separately or attached to Castle Grayskull. This set also includes a new Teela figure that comes with both a regular head and an alternate 'helmet' head, plus a sword and shield."

The official bio for Point Dread ("Mysterious Cosmic Frontier Outpost") was revealed on He-Man.org on December 2, 2019, while the official bio for the Talon Fighter ("Legendary Fighting Vehicle") was revealed on August 24, 2020 (*see page 415.*)

When perched on top of Point Dread, the Talon Fighter "locked" in place. There was a small switch on the underside of the perch that released the lock to remove the vehicle.

The back of the box did not include a bio for the vehicle or Teela, but instead featured red line drawings of Castle Grayskull, the Wind Raider, six Heroic Warriors, six Evil Warriors, Battle Cat, Zoar, Gygor, Granamyr, and the Weapons Rack.

TEELA
Warrior Goddess

ACCESSORIES

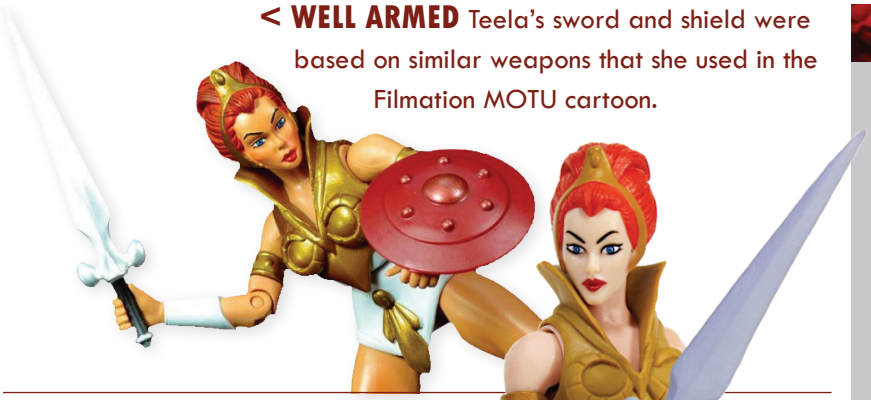
BIO From early childhood, Teela was trained by her adoptive father Duncan, who served King Randor as Man-At-Arms and General in charge of the kingdom's military forces. Raised alongside Prince Adam, Teela cared deeply for the prince and enjoyed his carefree humor, but was often frustrated by the fact that he lacked any sense of responsibility. This trait seemed to worsen as Adam grew older, vexing the no-nonsense Teela who saw glimpses of the true heroic spirit masked by Adam's behavior. With almost preternatural skill and determination, Teela climbed the ranks of the Eternian Royal Guard, gaining the respect of older guards such as the Qadian Havanar and the Repton Rubeusss, although the jealous Nolar Blak and Robert Cassius claimed that nepotism was at play. In addition to her abilities as a warrior, Teela was adept at piloting the Wind Raider and was the first to test her father's replicas of the ancient and legendary Talon Fighter. When Teela was only 18, King Randor named her Captain of the Royal Guard, making her the youngest Eternian to ever receive this distinction.

CARTOON CORNER The version of Teela that shipped with Point Dread and Talon Fighter was clearly based after the character's design in the Filmation *He-Man and the Masters of the Universe* cartoon. Something went wrong in production, however, as collectors were quick to notice the figure's many shortcomings, especially her less-than-attractive face sculpt, leaving many to feel that this was the most disappointing figure in the entire line. Without outright acknowledging the figure's failures, Mattel announced that there was still the potential for another Filmation Teela figure in the toyline's future.

HEADS WILL ROLL Teela came packaged with an alternate, helmeted head that featured a removable translucent visor. The sculpting on this head was arguably superior than the regular head sculpt.

MOTUC #193B • AFFILIATION Heroic Warriors • SUBSCRIPTION N/A • PRICE $125
ORIGINAL FIGURE RELEASE MattyCollector.com (November 15, 2015) • RELEASE TYPE Boxed Playset/Vehicle & Figure

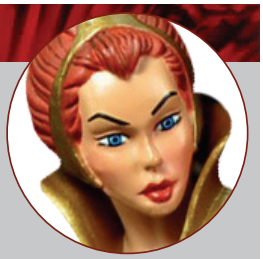
< WELL ARMED Teela's sword and shield were based on similar weapons that she used in the Filmation MOTU cartoon.



2.0 > A proper Filmation Teela was later released as part of the Club Grayskull line in 2018. In addition to a better overall head sculpt, this figure featured the smoother detailing favored in the Club Grayskull line, more cartoon-accurate colors, and no waist swivel.

COMPARISON TIME Pictured, left to right, are the original MOTUC Teela, Point Dread Teela, and the Battleground Teela figures.

TRIVIA



This was the first Teela figure released in MOTUC since Battleground Teela in June of 2011, more than four years earlier.

This version of Teela was the first figure in the MOTUC line to be shipped in a polybag.

Teela utilized the standard female shoulders, legs and hands, original Teela's boots and upper arms, and original She-Ra's gauntlets and feet. All other pieces were newly sculpted.

An official bio for this version of Teela — dubbed "Captain Teela: Heroic Captain of the Royal Guard" — was revealed on He-Man.org on January 13, 2020 (*see previous page*).

The Talon Fighter bio mentions Zodac leading He-Man to the vehicle "during a time of unspeakable danger." This is a reference to "The Power of Point Dread!" a book and record set published by Mattel in 1983.

Additionally, Skeletor piloting the Talon Fighter "on two deadly occasions" refers to the vintage Mattel mini-comic "The Power of Point Dread!" (1982) as well as a story from the German MOTU audio plays (1984).

TALON FIGHTER Legendary Fighting Vehicle

Even the volumes housed in the Celestial Library contain only fragments of information about the original Talon Fighter, linking its origins to Point Dread. According to Scrollos, the true Talon Fighter was the mightiest flying machine ever built, a creation of science and sorcery that mysteriously appeared with Point Dread during times of great turmoil. Furthermore, the ballads of Songster indicate that the true Talon Fighter could travel through space, time, and even into other dimensions. So legendary was the Talon Fighter that it became the inspiration for the Preternian replica constructed by Dawg-O-Tor, and for the Talon Fighter fleet built by Duncan the Man-At-Arms eons later. Few individuals have actually piloted the original Talon Fighter. He-Man was first led to it by the enigmatic Zodac during a time of unspeakable danger.* He-Man and Teela flew the vehicle several times after that, as did Skeletor on two deadly occasions. Remarkably, the fetid wretch Stinkor temporarily captured the true Falon Fighter while He-Man and She-Ra were on Primus, and nearly ruptured the fabric of reality before he was captured.

*This bio helps to explain and reconcile the different versions of the Talon Fighter as it has been depicted in different canons. *Zodac leading He-Man to the Talon Fighter comes from the Mattel Book & Record story "Power of Point Dread" that came with the Talon Fighter & Point Dread toy in the 1980s.*

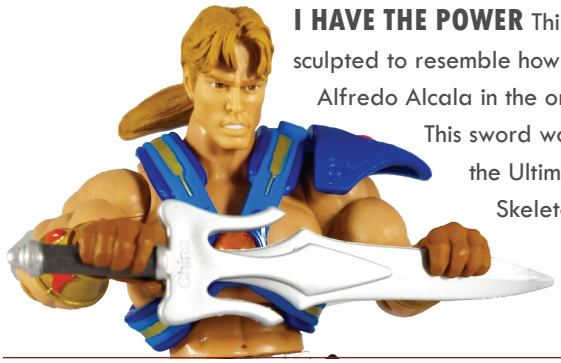
HE-RO II
Heroic Son of He-Man

ACCESSORIES

REAL NAME Dare **BIO** After He-Man returned to Eternia following the apparent defeat of Skeletor, he at long last wed his childhood friend and sweetheart Teela. Together they ruled over a peaceful Eternia, free at last from the factions that had fought over it for so long. But in his distant dimensional prison, the Unnamed One re-amassed power. With the help of Evil-Lyn's son, he was released and struck out against guardians of the Sword of He. Dare, the teenage son of Adam and Teela, took his rightful place and claimed his father's sword, becoming the new He-Ro, named for the legendary Wizard Warrior of Preternia. Using the Sword of Power, He-Ro fought the Unnamed One, eventually slaying him with the very power he once sought to control.

ORIGINS He-Ro was to be the titular character in an unproduced animated series *He-Ro: Son of He-Man and the Masters of the Universe,* which was pitched in 1996 as a sequel to the original *He-Man and the Masters of the Universe* cartoon. He-Ro was the alter ego of Dare, a feral child discovered by He-Man ten years after Prince Adam became king of Eternia. Dare was adopted by Adam and inherited the Sword of Power, after which he assumed He-Man's responsibilities by transforming himself into He-Ro. The series was never produced and the character did not become an official part of canon until MOTUC, where he was given an action figure as well as a proper media appearance in one of the tie-in mini-comics.

MOTUC #194 • AFFILIATION Future Heroic Warriors **• SUBSCRIPTION** Club Eternia 2015 **• PRICE** $26 **• ORIGINAL FIGURE RELEASE** MattyCollector.com (December 15, 2015) **• RELEASE TYPE** Carded Figure



I HAVE THE POWER This Power Sword was sculpted to resemble how it was drawn by artist Alfredo Alcala in the original MOTU mini-comics. This sword would appear again with the Ultimate Edition He-Man, Skeletor, and Faker figures.

GUNS OUT He-Ro II's gun was a newly sculpted piece and fit inside his removable holster.

ARMORED UP He-Ro II came with two sets of armor: one that was the vest from the Galactic Protector He-Man figure (in silver instead of gold), and a blue harness with an inset red orb made of translucent plastic.

ALTERNATE VIEWS He-Ro II utilized the standard male upper torso, shoulders, biceps, and upper legs, along with the standard He-Man boots.

STORAGE SPACE Both sets of armor featured a slot for storing the Power Sword.

BONUS WEAPONS Weapons Pak #1 (Ultimate Battleground Assortment), released in April of 2010, came with He-Man's sword, axe, and shield in blue. All three of these pieces matched well as bonus accessories for the He-Ro II figure.

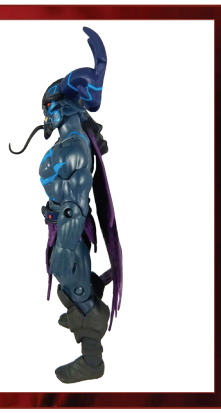
TRIVIA

The following copy was written for He-Ro II's sales page on MattyCollector.com: "The son also rises… he can't help it, it's in his blood. Don't doubt Dare… this offspring of Teela and He-Man doesn't hesitate to step into his role as the next guardian of the Sword of Power. He-Ro II comes with his sword and laser gun."

He-Ro II's ponytail was articulated.

Pictured on He-Ro II's cardback were Teela, King Grayskull 2.0, He-Man, Skeletor, and the Unnamed One.

PRAHVUS
Evil Master of Doom



ACCESSORIES

REAL NAME Prahvus the Untamed **BIO** Released by Count Marzo from his magical prison, Prahvus the Untamed roamed throughout Eternia terrorizing the populace and causing havoc throughout the land. Marzo had intended to use Prahvus as a distraction, to divide Miro's troops during the Great Unrest. But thanks to the heroics of Prince Keldor, Prahvus was contained again inside of a magical lamp. Decades later, after Hordak returned to Eternia, two of his bumbling minions released the warlord again, but this time, he was quickly enslaved to the Horde Invaders by Hordak's chief witch. Prahvus uses his unstoppable strength and great magic to destroy any heroic warriors who get in his way!

CARTOON CORNER Prahvus was a character originally created for the 2002 MYP *He-Man and the Masters of the Universe* cartoon series. He appeared in two episodes total; in the more memorable of the two, "Out of the Past," he faced off against — and was defeated by — the Sorceress as she defended a village of Paleezeans (Stinkor's race). Had the cartoon series continued, there were plans to make Prahvus a more predominant villain.

WELL ARMED While Prahvus did not carry any weapons in his cartoon appearances, his figure came armed with a club that was clearly designed to resemble the aircraft he piloted in the episode "Out of the Past."

MOTUC #195 • AFFILIATION None • SUBSCRIPTION 2015 Club 200x • PRICE $26
• ORIGINAL FIGURE RELEASE MattyCollector.com (December 15, 2015) • RELEASE TYPE Carded Figure

SAME AS Prahvus utilized the standard male torso, left shoulder, biceps, upper legs, and feet, as well as Demo-Man's left hand.

FASHIONISTA Prahvus' loin cloth and the interior of his cape features a triangular scaly texture. The back of his cape was smooth.

RUB THREE TIMES Prahvus' second accessory, a gold lamp, was neither referenced nor shown during his animated appearances, but was instead based on an idea introduced in the figure's bio.

GALLERY

TRIVIA

Prahvus was the sixth of six figures (and the third of three villains) released in Club 200x.

The following copy was written for Prahvus' sales page on MattyCollector.com: "The Evil Master of Doom lives up his reputation as the warlord most likely to annihilate. He's not just bad, he's one of the biggest and baddest in all of Eternia! This 200x character comes with his mace and former residence, the magic lamp. (It's bigger on the inside.)"

Prahvus' cape, which was not removable, was attached to his right shoulder, not his back.

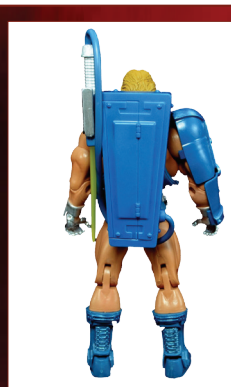
Unlike Zodak, Prahvus' tattoos did not glow in the dark, and unlike most of the males in this line, Prahvus lacked a swivel at the top of his boots.

Pictured on Prahvus' cardback were Hordak, the Sorceress, Teela, Chief Carnivus, and King Chooblah.

LASER POWER HE-MAN

Heroic Master of Light Energy

REAL NAME Adam of the House of Randor **BIO** In the midst of their final battle with Horde Prime, He-Man and Skeletor simultaneously grabbed the Vortex Key, transporting them to Trolla. Finding himself on a world turned upside down, He-Man allied himself with the remaining Defenders of Trolla while Skeletor took command of the Unnamed One's Revenge Squad, which was responsible for decimating much of the planet. Eventually, He-Man and Skeletor met on the Jaw Bridge of the great Temple of Power. Though both were enhanced by the Star Tree's power and the Aura of the Gods, it was He-Man who became the ultimate victor, using the Sword of He to separate Keldor from Demo-Man, seemingly ending the threat of Skeletor forever.



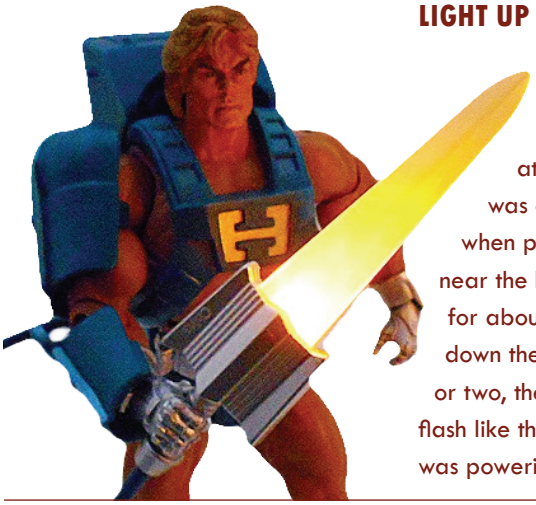
ACCESSORIES

VINTAGE VAULT The vintage Masters of the Universe toyline's seventh and final wave consisted of only two figures: Laser Power He-Man and Laser Light Skeletor, both of which saw a limited release in Europe in 1988, making them extremely rare. Both figures had battery-powered light-up action features. Laser Power He-Man came with a yellow power sword, permanently attached to his backpack, that glowed yellow.

SAME AS He-Man utilized the standard male torso, shoulders, biceps, and upper legs. Like the vintage action figure, he was given an all-new head sculpt, which was partially inspired by Dolph Lundgren's portrayal of the character in the live action *Masters of the Universe* movie.

WELL ARMED He-Man's shoulder armor, forearm armor and battery pack were separate pieces and could be removed. His chest armor was not removeable.

MOTUC #196A • AFFILIATION Heroic Warriors • SUBSCRIPTION Club Eternia 2015 • PRICE $60 • ORIGINAL FIGURE RELEASE MattyCollector.com (December 15, 2015) • RELEASE TYPE Boxed 2-Pack



LIGHT UP MY LIFE He-Man's sword had a cord that ran from the hilt to the backpack where it was permanently attached. The power button was on the top of the pack; when pressed, the sword lit up near the hilt and stayed illuminated for about ten seconds. By holding down the power button for a second or two, the light would pulsate and flash like the sword was powering up.

STORAGE SPACE He-Man's sword could be stored on the side of his backpack.

THE SAGA CONTINUES The Laser Power He-Man/Laser Light Skeletor two-pack included the final two mini-comics produced for Masters of the Universe Classics. Issue #7, titled "The Fall of Eternia Part Two: The Trouble with Time Travel," featured He-Ro and He-Ro II on the cover. For a closer look at this comic, see page 673.

GALLERY

TRIVIA

The following copy was written for Laser Power He-Man/Laser Light Skeletor's sales page on MattyCollector.com: "These figures shed a little more light on the ongoing battle between He-Man and Skeletor. The classic characters from the vintage line have been newly sculpted with features that light up when a power button is pushed. Laser Power He-Man arrives with a Power Sword that becomes illuminated, and can either be held or stored in his power pack. Laser Light Skeletor has glowing eyes and right forearm, and a translucent Havoc Staff that can be held or stored. This set also includes issues #7 and #8 of the mini comic series."

He-Man and Skeletor's light-up features were powered via button cell batteries (AG13, LR44).

With the release of this two pack, Mattel had finally succeeded in taking every action figure from the vintage MOTU toyline and recreating them in MOTUC (not to mention recreating the Princess of Power line sans three She-Ra and Catra variants). With this mission accomplished, the future of Masters of the Universe Classics in 2016 and beyond was a bit of a mystery, as there was no longer a clear "road map" of how the line should continue.

Pictured on Laser Light Skeletor/Laser Power He-Man's cardback were the Spirit of King Grayskull, Rotar, Twistoid, Blast Attak, and Galactic Protector She-Ra.

LASER LIGHT SKELETOR

Evil Master of Light Energy

ACCESSORIES

REAL NAME Keldor of the Tri-Solar System **BIO** After taking command of the Unnamed One's Revenge Squad, Skeletor led his all new group of Evil Warriors against the Trollan's defensive stronghold. Breaking into the Temple of Power using Horde Prime's Vortex Key, Skeletor absorbed ultimate power from the Star Tree, gaining his Laser Light abilities. Preparing to flee, Skeletor was confronted by his old enemy He-Man on the Jaw Bridge Gate. In their climatic final duel, Skeletor was defeated when He-Man used the Power of Grayskull to separate Keldor from the demon that kept him alive. With a clear mind, in what he thought was his dying breath, Keldor gave his nephew the Vortex Key asking him to protect Eternia as the true ruler and heir to the throne.

VINTAGE VAULT The vintage Laser Light Skeletor featured light-up eyes and right hand as well as a removable cloth purple cape and hood, making it the only vintage Skeletor figure with a cape.

SAME AS Laser Light Skeletor utilized the shoulders, biceps, upper legs, and feet from Intergalactic Skeletor. All of his other pieces, including his Havoc Staff, were newly sculpted.

WELL STAFFED Skeletor's Havoc Staff was made from semi-translucent red plastic. Light from Skeletor's right hand would cause the staff to glow.

MOTUC #196B • AFFILIATION Evil Warriors **• SUBSCRIPTION** Club Eternia 2015 **• PRICE** $60 **• ORIGINAL FIGURE RELEASE** MattyCollector.com (December 15, 2015) **• RELEASE TYPE** Boxed 2-Pack

HATS OFF Skeletor's hood was removable, revealing a grotesque new head sculpt with circuitry on the back of his skull.

BRIGHT EYES With the push of a button, Skeletor's eyes and right hand (which was made of translucent red plastic) lit up. Like Laser Power He-Man, holding down the power button for a second or two would cause the light to pulsate and flash.

THE SAGA CONCLUDES Mini-comic Issue #8, titled "The Fall of Eternia Part Three: The Third Ultimate Battleground!", featured Gorpo vs. Dare (He-Ro II) on the cover. For a closer look at this comic, see page 689.

PAY THE PRICE While the Flying Fists He-Man/Terror Claws Skeletor 2-pack, released just two months prior, had cost $52, Laser Power He-Man/Laser Light Skeletor retailed for $60 because of the electronics involved.

TRIVIA

Laser Light Skeletor's head could not be removed. Additionally, he lacked the right bicep swivel, elbow hinge, and ab crunch that most MOTUC figures had. All of these features were dropped due to the figure's internal wiring. He did maintain a swivel at his right wrist.

Skeletor's cape and battery pack could not be removed.

This is the only MOTUC Skeletor figure without purple boots/shin guards.

LORD MASQUE

Evil Servant of Shokoti

ACCESSORIES

REAL NAME Masque **BIO** The evil shape-shifting wizard Lord Masque spent centuries in the Sands of Time searching for the lost House of Darkness, the enchanted prison of his mistress and benefactor Shokoti. With his dark powers he finally located her temple and raised it from the sands, but a wandering nomad saw it and alerted the Masters of the Universe. Masque recruited a tribe of desert-dwelling Reptile Men and the mercenary Trap Jaw to prevent the Masters and the royal archeologist Melaktha from reaching the temple before it could be opened, but He-Man thwarted his efforts and defeated him with help from Orko. More of an evil shadow than a man, Masque can transform into dark smoke to make his escape. He taught Count Marzo, and his power comes from his demon mask, which he stole long ago from the wizard Eldor.

CARTOON CORNER

Lord Masque (or simply "Masque," as he was called in his single cartoon appearance) was a character created for the Filmation *He-Man and the Masters of the Universe* cartoon series, appearing in a single episode titled "House of Shokoti, Part One." He was reduced to billowing smoke and a pile of clothes when Orko successfully removed his mask.

GALLERY

MOTUC #197 • AFFILIATION None • SUBSCRIPTION 2016 Collectors Choice • PRICE $24
• ORIGINAL FIGURE RELEASE MattyCollector.com (January 15, 2016) • RELEASE TYPE Carded Figure

WELL ARMED The sword and shield included with Lord Masque were intended for use with the Galactic Protector He-Man figure, and were based upon the weapons released with the Thunder Punch He-Man figure from the 1990 "He-Man" toyline.

GOING GREEN Both the sword and the shield were made from semi-translucent green plastic with silver paint detailing.

SAME AS Lord Masque utilized the standard male torso, shoulders, biceps, and hands, along with Hordak's gloves, Skeletor's boot tops, and Keldor's feet.

PARTNERS IN CRIME Shokoti, who also made her debut in the "House of Shokoti" 2-parter and was referenced in Lord Masque's bio, was released in MOTUC in August of 2013. Mattel considered including another one of Shokoti's "pets" (a Darkling) with Lord Masque, but it was cut for budgetary reasons.

TRIVIA

2016 saw Mattel taking a new approach to the MOTUC line. The company introduced two bi-monthly subscriptions, one of which was Collectors Choice, which would focus on the most fan-demanded characters not yet released in MOTUC. Collectors Choice saw its first release with Lord Masque in January. The sub would release a total of six subscription figures, one exclusive figure, one oversized figure, and one beast.

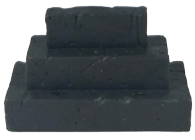
The back of Lord Masque's packaging did not contain a bio for the character. His official bio, the bulk of which was based on Masque's single cartoon appearance, was finally revealed on-line at He-Man.org on February 12, 2018. The idea of Masque having interaction with Count Marzo came from a blurb on MattyCollector's sale page for Lord Masque, while the demon mask belonging to Eldor was inspired by its presence on a shelf in Eldor's cottage in MOTUC mini-comic issue #7 ("The Fall of Eternia Part Two: The Trouble With Time Travel").

Pictured on Lord Masque's cardback were the Sorceress, Orko, He-Man, Trap Jaw, and Shokoti.

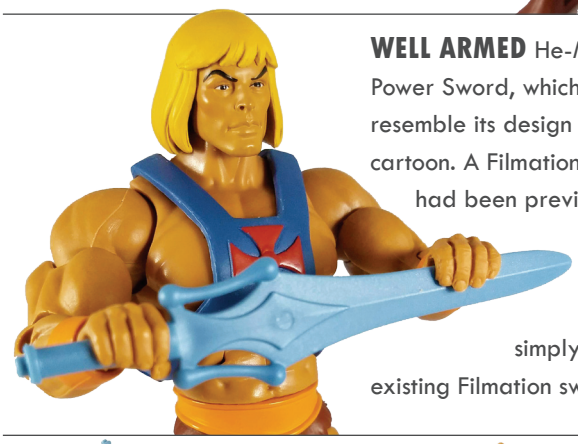
Club Grayskull

HE-MAN

ACCESSORIES



CARTOON CORNER The Most Powerful Man in the Universe was released here in arguably his most recognizable design. While he did utilize the MOTUC line's standard male torso, shoulders, biceps, and upper legs, he was given new forearms, shorts, harness and boots that more closely resembled his clothing from the Filmation *He-Man and the Masters of the Universe* cartoon series, as well as his iconic pageboy haircut. He was also given hinge-and-swivel wrists, allowing him to hold aloft his magic sword in his classic pose.



WELL ARMED He-Man came with his Power Sword, which was sculpted to resemble its design in the Filmation MOTU cartoon. A Filmation-inspired Power Sword had been previously released with the Flogg figure, but this sword was newly sculpted and was not simply a re-release of the existing Filmation sword.

GALLERY

MOTUC #198 • **AFFILIATION** Heroic Warriors • **SUBSCRIPTION** 2016 Club Grayskull • **PRICE** $20 • **ORIGINAL FIGURE RELEASE** MattyCollector.com (January 15, 2016) • **RELEASE TYPE** Boxed Figure

ALTERNATE VIEWS

He-Man's chest armor was removable. He utilized the standard MOTUC male shoulders, biceps, upper torso, and legs.

STORAGE SPACE He-Man's Power Sword could be stored in the sheath on his back. The shealth itself could be rotated.

STONE COLD He-Man's second accessory was a stone block (colored to look like a piece of Castle Grayskull) that could hold and display two swords.

PACKAGING Figures in the Club Grayskull line came packaged in a window box posed inside the open mouth of Castle Grayskull (*below, right*). This box shipped inside a slipcover (*below, left*) with a similar illustration of Grayskull. Unlike the previous MOTUC figures, which came on a carded bubble, Club Grayskull figures could be resealed in their package after being opened. The back of the CG boxes (*above right*) did not contain a bio or images of other figures in the line. Instead, there was an illustration of the included character (here, He-Man was posed in front of Castle Grayskull) and copy that gave a brief overview of the history of the Filmation MOTU cartoon series and the purpose of the Club Grayskull line.

TRIVIA

Club Grayskull was the second of two bi-monthly subscriptions offered my Mattel in 2016. Club Grayskull focused on re-releases of MOTUC characters sculpted to look like their designs in the classic Filmation MOTU cartoon. The Club Grayskull line utilized existing MOTUC parts while also incorporating new pieces that followed the cartoon's more streamlined, less-detailed style. The paint applications were also more simplified and basic. He-Man was the first figure in the subscription, released in February of 2016. The sub would release a total of six subscription figures and one subscription exclusive figure.

The following copy was written for He-Man's sales page on MattyCollector.com: "His story is legend! The son of King Randor and Queen Marlena, Prince Adam raises his half of the Power Sword to become He-Man, the Most Powerful Man in the Universe! This He-Man figure pays homage to the popular Filmation animated series in 6" scale and comes with He-Man's Power Sword and signature hairstyle."

VULTAK
Evil Flying Zookeeper

REAL NAME Vultak **BIO** Vultak is the sadistic keeper of the Evil Horde zoo. A birdlike creature with large feathered wings, Vultak delights in capturing unique beasts for the bizarre menagerie of Hordak. In addition to his innate ability to fly, Vultak possesses an amulet which enables him to transform into an all-consuming shadow. In this form, he envelops and seizes unwary creatures for his master's zoo. Vultak once led a major Horde air strike on Eternia. He and Stratos became mortal enemies after Vultak slew many Avionian warriors during the infamous Battle of Xarkoran. A grimly determined Stratos subsequently defeated Vultak in one-on-one aerial combat and sent the villain careening out of the sky. Although Vultak survived the encounter, he seethes with a desire for revenge. As a means to this end, he secretly seeks the components of the dreaded Sunbird weapon which he intends to use against Avion.

CARTOON CORNER

Vultak was a character created for the Filmation *She-Ra: Princess of Power* cartoon series, appearing in two episodes ("Zoo Story" and "Above it All"), where he was portrayed as a member of the Evil Horde and served as Hordak's zookeeper.

ACCESSORIES

GALLERY

MOTUC #199 • AFFILIATION The Evil Horde **• SUBSCRIPTION** 2016 Collectors Choice **• PRICE** $24 **• ORIGINAL FIGURE RELEASE** MattyCollector.com (March 15, 2016) **• RELEASE TYPE** Carded Figure

WING MAN Vultak utilized the same DC Universe Classics Hawkman wing sculpt that was also used for Angella.

DOG DAYS Vultak's first accessory was the leash he used on Kowl in one of his cartoon appearances. The collar of the leash fit around Kowl's waist or even the necks of full-sized figures.

WELL ARMED Even though he did not carry a weapon in his two cartoon appearances, the Vultak figure was given its own uniquely designed Horde crossbow.

ALTERNATE VIEWS Vultak utilized the standard male upper torso, shoulders, biceps, hands, furry shorts, and upper legs. His head, armor, forearms, boots, and feet were newly sculpted.

TRIVIA

The back of Vultak's packaging did not contain a bio for the character. His official bio was finally revealed on-line at He-Man.org on February 26, 2018.

In the bio, Vultak's enmity for Stratos, the fact that he slew many Avionians, and their aerial battle are all based on the DC Comics series *He-Man: The Eternity War* issue 3 (Feb. 2015). Stratos was also going to appear in the Filmation POP cartoon and fight Vultak, but that episode never made it to production.

Removing Vultak's armor revealed a gray chest (matching his arms and legs) over a black ab piece. His wings attached to the back of his armor, meaning that they could be removed from the figure (unlike Angella's wings, which were permanently attached to the figure).

Pictured on Vultak's cardback were Bow, Mantenna, Grizzlor, Horde Trooper, and She-Ra.

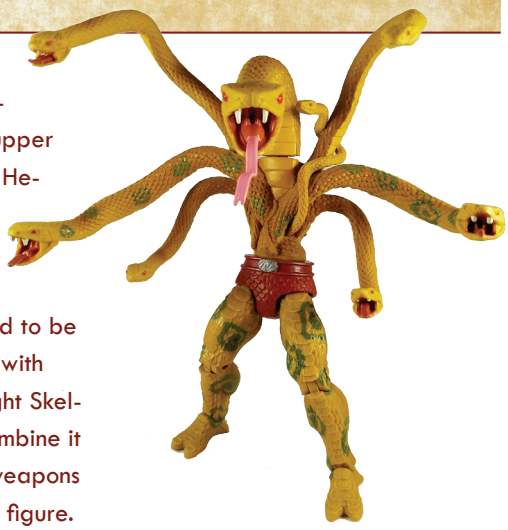
SERPENTINE KING HSSSS

Evil Disguised Leader of the Snake Men

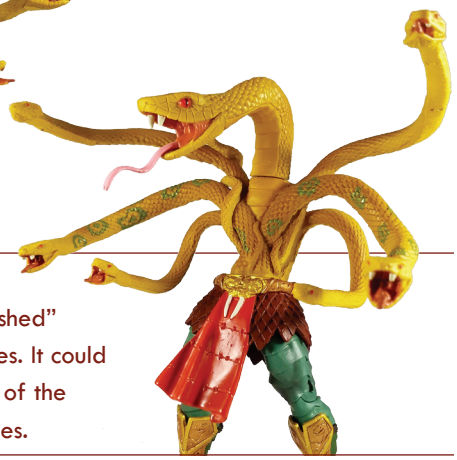
ACCESSORIES

REAL NAME Hssss of the Viper House **BIO** During his exile in the Void, King Hssss led the Snake Men in profane devotional rituals. Using the Staff of Ka, Hssss invoked the combined power of his evil deities to transform himself into a serpentine demigod. Fearing that Hssss would breach the confines of the Void, the Council of Elders called up He-Ra, protector of the Sword of Power and granddaughter of both King Grayskull and He-Ro, to retrieve the Staff of Ka from the dreaded Void. Cleverly avoiding battle in that murky realm, He-Ra outwitted the serpentine King Hssss and stole the Staff from him. He-Ra returned the Staff of Ka to Eternia, where it eventually fell into obscurity. Deprived of the Staff, Hssss' few strands of human DNA slowly resurfaced and returned his appearance to a normal, albeit slightly altered version of his human form.

BACKSTORY This "unleashed" version of King Hssss was originally supposed to ship (as an upper torso only) in the Snake Armor He-Man/Battle Armor King Hssss 2-pack, but was dropped due to lack of space in the packaging. It was then intended to be included as a bonus accessory with Laser Power He-Man/Laser Light Skeletor until Mattel decided to combine it with existing body parts and weapons and release it as a standalone figure.



BENDY Internal wiring allowed for the six longest snake "arms" to be bent into multiple poses.



TOPS The upper torso of this figure was larger than the previous "unleashed" Hssss torso and featured more snakes. It could be combined with the legs of either of the previously-released King Hssss figures.

MOTUC #200 • AFFILIATION The Snakemen • SUBSCRIPTION N/A • PRICE $20 • ORIGINAL FIGURE RELEASE MattyCollector.com (March 15, 2016) • RELEASE TYPE Carded Figure

SAME AS Serpentine King Hssss utilized the existing Rattlor legs (which actually debuted in the Snake Men 2-pack) and the original King Hssss shorts.

WELL-ARMED The sword, shield, mace, and spear were all previously released in the Snake Men 2-pack, but this time they were given a more metallic appearance with green accents.

HEADS WILL ROLL This alternate head sculpt was a repainted head from the Snakemen 2-pack and could be used with either of the previously-released King Hssss figures. It was painted to depict King Hssss mid-transformation.

TRIVIA

The following copy was written for Serpentine King Hssss' sales page on MattyCollector.com: "The hideous head of the Viper house is back, and this time he's showing his true nature! This figure features a rotating torso with multiple bendable snakes and a snake head that rotates. He also comes with an alternate head, shield, spear, sword, and mace that can all be used with any existing King Hssss figure. In addition, the entire torso is removable and can be interchanged with any other King Hssss torso to create numerous display optionssss."

This figure retailed for $20 when most MOTUC figures were retailing for $28.

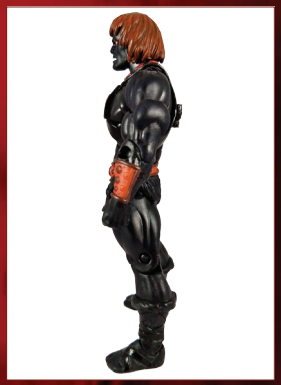
The bio on the back of Serpentine King Hssss' figure card was identical to the bio from the original King Hssss figure; the bio featured on the previous page is his updated official bio as revealed on-line at He-Man.org on March 12, 2018.

Pictured on Serpentine King Hssss' cardback were King Grayskull 2.0, Zodak, Hordak, and Skeletor.

ANTI-ETERNIA HE-MAN

Most Evil Man in the Universe

REAL NAME Prince Adam of Anti-Eternia (Lord Mada of Hellskull) **BIO** Anti-Eternia He-Man is the overlord of Anti-Eternia, a twisted mirror inversion of Eternia where Prince Adam invoked the infernal Power of Hellskull and overthrew the planet. The menacing gaze of Anti He-Man fell upon Eternia when he traversed an interdimensional gateway created by the World Converter of Skeletor. Immensely powerful, but thoroughly evil, Anti He-Man threw Skeletor out of Snake Mountain and then arrogantly challenged He-Man to combat. Their battle ended when Skeletor and Man-At-Arms joined forces to dismantle the World Converter, sending Anti He-Man back to his realm. The fiend returned during the reign of King He-Man and challenged King He-Man once more with the intent of enslaving him back on Anti-Eternia. However, during the battle, the recently reactivated Faker summarily attacked both combatants. Almost evenly matched and with no end of the battle in sight, Anti He-Man saw an opportunity to instead incorporate Faker into his evil schemes and pulled Faker through the interdimensional vortex back to Anti-Eternia.



HUMBLE BEGINNINGS Anti-Eternia He-Man made his debut in a German audio play titled "Anti-Eternia" that was released on cassette tape in 1985. As an audio story only, the character was given no visual reference. For Masters of the Universe Classics, the character was envisioned a negative version of He-Man, a black figure with flashes of red. Anti-Eternia He-Man was released as a "chase" figure in 2016 (like the Spirit of Hordak before him), popping up randomly on MattyCollector.com with a limited window of opportunity for ordering.

ACCESSORIES

GALLERY

MOTUC #201 • AFFILIATION None • SUBSCRIPTION N/A • PRICE $30
• ORIGINAL FIGURE RELEASE MattyCollector.com (April 2016) • RELEASE TYPE Carded Chase Figure

WELL ARMED The figure came armed with five accessories, all of them repaints of previously-released weapons. The first was a black version of the Alcala-designed Power Sword, which was originally released with He-Ro II.

SHIELD ME This shield, which was designed after the crest on the door of Castle Grayskull, was originally released with Castle Grayskullman.

AXE TO GRIND The figure also came with a black version of the axe originally released with King Grayskull/He-Man.

SHIELD ME MORE Anti-Eternia He-Man also came with a red/black version of the King Grayskull/He-Man shield.

I HAVE THE POWER The Power Sword, making its 21st appearance in MOTUC, was included here in black.

ALTERNATE VIEWS

Anti-Eternia He-Man was of course comprised completely of existing He-Man parts. Various shades of red were used on the figure, as well as varying shiny or matte black paint and plastic.

TRIVIA

The following copy was written for Anti-Eternia He-Man's sales page on MattyCollector.com: "He-Man? Nope, he isn't! This almost doppelganger is the ruler of a dark mirror world called Anti-Eternia. Summoned by Skeletor via his World Converter, the evil interloper might just be the most dangerous threat to Eternia yet. Anti-Eternia He-Man comes with his evil power sword, shield, battle axe, and an additional sword and shield set."

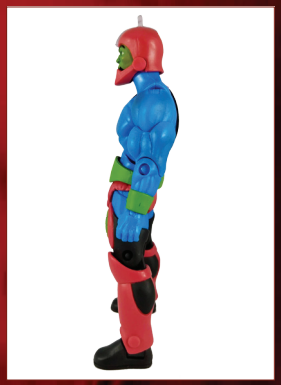
Anti-Eternia He-Man was the only figure in the entire Masters of the Universe Classics line to be given its own unique packaging, eschewing the standard green rock motif.

The figure's official bio was revealed on He-Man.org on March 26, 2018. The bio references to the World Converter and the story of how Anti He-Man challenged He-Man comes from the 80's German Audio Play "Anti-Eternia."

Shown on the figure's cardback were Skeletor, Battle Cat, He-Man, Orko, and Man-At-Arms.

Club Grayskull

TRAP JAW



ACCESSORIES

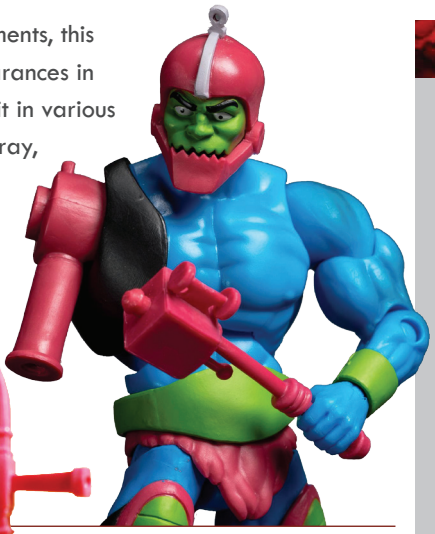
CARTOON CORNER Mattel avoided the obvious choice of Skeletor when they opted to release Trap Jaw as the second figure (and first villain) in the Club Grayskull line. Trap Jaw utilized the MOTUC standard male left shoulder, left bicep, and Club Grayskull He-Man's furry shorts, left forearm and left hand. All of his other pieces were newly sculpted to make the character more closely resemble his design in the Filmation *He-Man and the Masters of the Universe* cartoon series.

SAY "AHHHH" Like the original MOTUC Trap Jaw figure, the Club Grayskull Trap Jaw had an articulated jaw. It was not spring-loaded like the vintage figure.

SHOO FLY Trap Jaw's fly swatter attachment only made one brief appearance in the animated series, and he never actually used it.

MOTUC #202 • AFFILIATION Evil Warriors **• SUBSCRIPTION** 2016 Club Grayskull **• PRICE** $20 **• ORIGINAL FIGURE RELEASE** MattyCollector.com (April 15, 2016) **• RELEASE TYPE** Boxed Figure

GUNS OUT Of all of Trap Jaw's attachments, this one, the Lasertron, made the most appearances in the animated series. Trap Jaw could use it in various ways, including as a freeze ray, a shrink ray, or (most frequently) just a regular laser gun.



OPEN FIRE This attachment, called an Energy Bow, only appeared one time in the animated series.

PLUG AND PLAY Trap Jaw's arm was compatible with weapon attachments released earlier in the MOTUC line, such as those that came with Roboto, Hurricane Hordak, and the original Trap Jaw figure.

PACKAGING Trap Jaw came in the same window box as the Club Grayskull He-Man figure, posed inside the open mouth of Castle Grayskull. The back of Trap Jaw's box featured an illustration of the villain posed in front of Snake Mountain. The copy at the bottom, giving a brief overview of the history of the *He-Man and the Masters of the Universe* animated series and the purpose of the Club Grayskull line, was identical to the copy on He-Man's box.

TRIVIA

The following copy was written for Trap Jaw's sales page on MattyCollector.com: "This cyborg warrior is not known for his biting humor… but he is known for biting. The unhinged henchman to Skeletor will chomp down on anything that gets in his way! This first-time Filmation-style figure pays homage to the animated series in 6" scale. Trap Jaw features a hinged jaw and mechanical arm with three accessories that are swappable mid-arm, including his laser rifle, laser bow, and fly swatter."

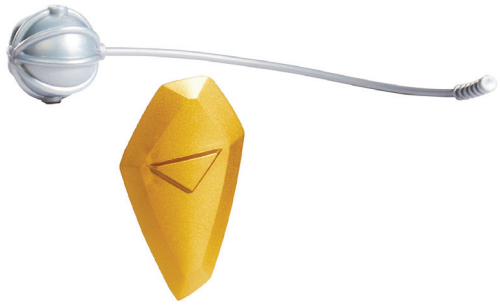
This Trap Jaw figure was not quite screen-accurate. In the cartoon, his weapons attached near the shoulder, whereas on the figure, they attached closer to where the elbow would be.

Trap Jaw's right shoulder armor was not removable, but was molded as part of the figure's torso piece.

Like Club Grayskull He-Man, Trap Jaw had the hinge-and-swivel wrist and ankle tilts that were not standard in the general MOTUC line.

DARIUS
Leader of the Galactic Protectors

ACCESSORIES



REAL NAME Darius **BIO** Veteran of the Chemical Wars and acclaimed technician from the planet Krayk, Darius was the leader of the Galactic Protectors in the Tri-Solar System and was charged by the Galactic Council with guarding the peaceful planet Primus from invasion by Flogg and the Horde Goon Squad of Denebria. Darius became the Weapons Master of Primus and designed the Starship Eternia with its advanced transforming capabilities. At the request of Master Sebrian, Darius sent Hydron and Flipshot in the Starship Eternia to the planet of its namesake to find the Twins of Power, prophesied to defeat the Evil Horde. Darius at first doubted the prophecy, but He-Man and She-Ra impressed him with their power and honor. After he was seriously injured in the Battle of Fetra IV, Darius passed his command to He-Man and She-Ra for a final assault on Horde World.

HUMBLE BEGINNINGS Darius was a character originally created for the 1990 *New Adventures of He-Man* cartoon series. He would have served as the leader of the Galactic Protectors, have his own action figure in the line, and likely play a prominent role in the cartoon. However, the character was dropped from the series bible and his action figure (*right*) was never released. With the exception of some overseas comics, Darius barely had a role in *New Adventures*.

HATS OFF Darius' helmet was removable, revealing a full head of hair (and a vaguely Fisto-esque head sculpt) underneath. It appeared that Darius' planned vintage action figure would have featured a removable helmet as well, along with a fabric cape.

CAPELESS CRUSADER Darius' cape was a separate piece from his armor and was removable.

MOTUC #203 • AFFILIATION Galactic Protectors **• SUBSCRIPTION** Collectors Choice 2016 **• PRICE** $24
• ORIGINAL FIGURE RELEASE MattyCollector.com (May 15, 2016) **• RELEASE TYPE** Carded Figure

ALTERNATE VIEWS Darius utilized Man-E-Faces' shoulders, the standard male upper torso, and Bow's boot tops. His head, biceps, bracers, hands, shorts, and upper legs all appeared to be newly-sculpted pieces.

WELL ARMED Darius's mace was based on a similar weapon that was planned for release with his vintage action figure. One of the reasons his vintage action figure was never produced was due to the fact that the engineers at Mattel were never able to get his action feature gimmick, which would have been tied to the mace accessory, to work properly.

SHIELD ME Darius' other accessory was this shield, which appeared to take its design cues from the shield that came with the Battle Punch He-Man figure from the 1990 "He-Man" toyline.

GALLERY

TRIVIA

The following copy was written for Darius' sales page on MattyCollector.com: "Darius is dedicated to protecting the planet Primus. As leader of the Galactic Council, he sends the Starship Eternia to traverse space and time, through the Laser Gate and toward a fated collaboration with the power twins! This first-time figure comes with his energy mace, shield, and removable cape."

Darius' official bio was revealed on-line at He-Man.org on April 9, 2018. His leadership of the Galactic Defenders was established in the MOTU German Ehapa comics, while his role in designing the Starship Eternia is suggested in the MOTU German Audio plays. The Battle of Fetra IV was referenced in issue 5 of the MOTUC mini-comics, where it was said to be the setting of huge casualties for the Galactic Protectors. Darius being injured in the battle helps explain his absence from the action in the rest of the mini comics despite the use of the Starship Eternia.

Pictured on Darius' cardback were Hydron, Flogg, He-Man, and Skeletor.

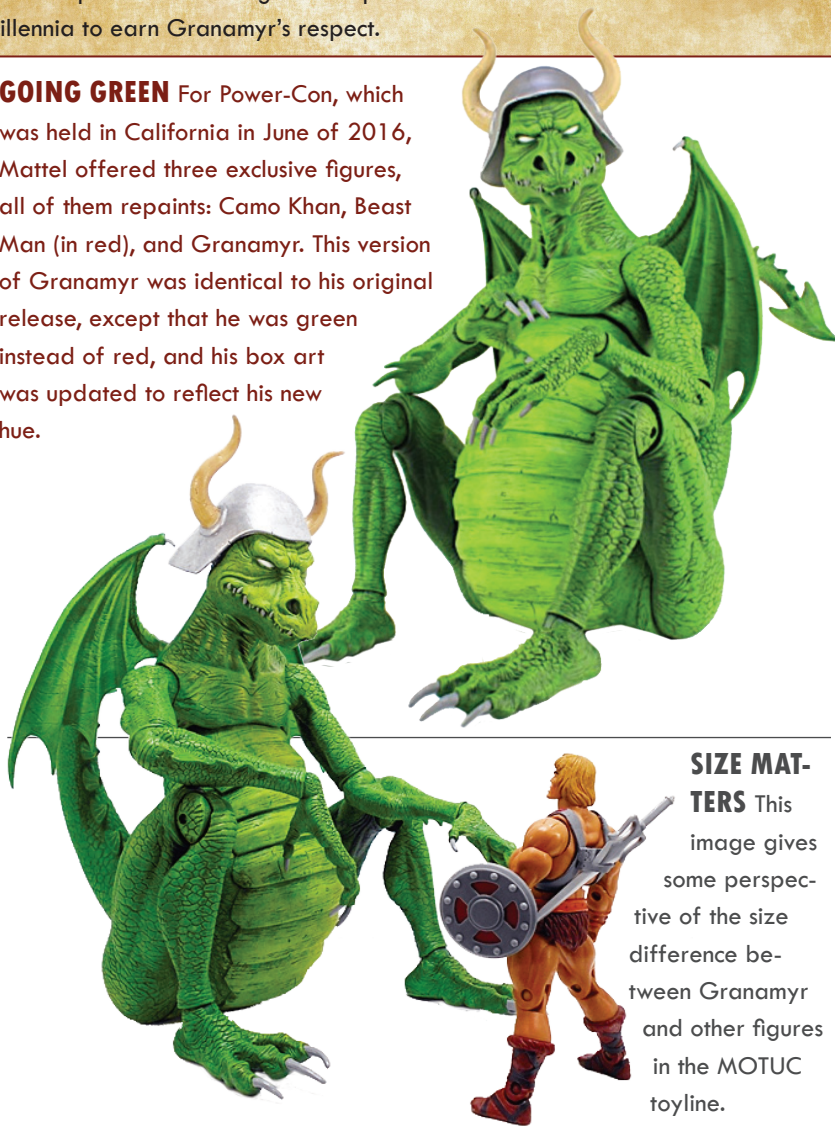
GRANAMYR
Great Dragon Lord of Darksmoke

ACCESSORIES

NONE

REAL NAME Granamyr the Great **BIO** As the intimidating Lord of Darksmoke, Granamyr possessed great size,power, and wisdom long before the rise of Grayskull. When the fear-mongering wizard Nazghal had humans steal from Dragon Tower the Gem of Magoo which would enhance the strength of those who are pure in heart, Granamyr declared all humans to be enemies of Darksmoke. Three hundred years later Eldor and He-Ro defeated Nazghal and returned the Gem to Granamyr as a peace offering on behalf of King Grayskull. Granamyr accepted their gesture and later blessed He-Ro with the Gem to wield in his magic staff. Over the centuries Granamyr's green hide gradually turned red, but his disillusionment with humans persisted until the champion He-Man sought his help and became the first human in five millennia to earn Granamyr's respect.

GOING GREEN For Power-Con, which was held in California in June of 2016, Mattel offered three exclusive figures, all of them repaints: Camo Khan, Beast Man (in red), and Granamyr. This version of Granamyr was identical to his original release, except that he was green instead of red, and his box art was updated to reflect his new hue.



SIZE MATTERS This image gives some perspective of the size difference between Granamyr and other figures in the MOTUC toyline.

MOTUC #204 • AFFILIATION None • SUBSCRIPTION N/A • PRICE $100
• ORIGINAL FIGURE RELEASE Power-Con (June 4-6, 2016) • RELEASE TYPE Boxed Figure

JUMPING OFF THE PAGE This version of Granamyr was based on his appearance in the vintage mini-comic "Dragon's Gift" (which was a retelling of the Filmation MOTU cartoon episode of the same name). In this comic, Granamyr was colored green, unlike his all-red appearances in either of the Filmation cartoon series.

COMPARISON TIME Green Granamyr is shown here alongside his red predecessor.

SOME ASSEMBLY REQUIRED Unassembled, Granamyr consisted of ten pieces: tail, chest/upper torso, belly/lower torso, two wings, two arms, two legs, and head.

TRIVIA

Mattel opted to write a new bio for this version of Granamyr rather than simply reusing the bio from the figure's original release. This new bio gave an explanation for Granamyr's change in color.

The tagline on the front of Granamyr's box referred to him as the "Great Dragon Lord of Darksmoke," but the back of the box called him the "Great Magic-Wielding Dragon," which was the tagline used on his original release.

Just like the original version of this figure, Granamyr was packaged unassembled. Assembly instructions were included in the box. Many collectors reported difficulty in getting the figure's torso to snap into place.

While the original red Granamyr had retailed for $80, the Power-Con exclusive version cost $100.

There were no other figures featured on the back of Granamyr's box. The original Granamyr's box had featured Skeletor, He-Man, Stratos, Teela, and Draego-Man.

BEAST MAN

Savage Blood-Red Henchman

ACCESSORIES

REAL NAME Raqquill Rqazz **BIO** Even among the ape-like beastmen of the Vine Jungle, Raqquill Rqazz was a savage brute who hunted for sport and killed his own kind. An outcast stripped of his name, he made the Berserker Islands his home for many years. While still relatively young with a pelt as blood-red as his appetite, he fought the wandering alchemist Keldor, but the two became allies when they were forced to fight their way through the honor guard of King Trinok. Out of fear, Beast Man swore allegiance to Keldor and remained both fearful and loyal to him when he became Skeletor. Over time, Beast man's fur became orange, but his savage blood lust never diminished. His terrible fangs and ferocious claws make him a powerful adversary for the Masters of the Universe.

FROM PAGE TO PLASTIC This version of Beast Man, which was offered as an exclusive at Power-Con in June of 2016, was repainted red to more closely resemble his appearance in the early vintage mini-comics.

WHIP IT GOOD No version of Beast Man is complete without his signature whip. Here, the original figure's black whip was re-cast in red plastic. The whip could be gripped in the figure's left hand.

MOTUC #205 • AFFILIATION Evil Warriors • SUBSCRIPTION N/A • PRICE $45 • ORIGINAL FIGURE RELEASE Power-Con (June 4-6, 2016) • RELEASE TYPE Carded Figure

COMPARISON TIME This version of Beast Man was, of course, simply a repaint of the original Beast Man figure, all the way down to his armor and whip. No new pieces were molded or tooled for this figure.

ALTERNATE VIEWS Just like the original MOTUC Beast Man, this version had removable chest and shoulder armor.

GALLERY

TRIVIA

Mattel opted to write a new bio for this version of Beast Man rather than simply reusing the bio from the figure's original release. This new bio gave an explanation for Beast Man's change in color.

The tagline on the front of Beast Man's box referred to him as the "Savage Blood-Red Henchman," which was a minor variation on his original figure tagline, "Savage Henchman."

This was the second time Beast Man's whip had been released in red, the first time being in Weapons Pak #1 (Ultimate Battleground Assortment) in early 2010.

After eight years without a new Beast Man figure released in Masters of the Universe Classics, two versions of Skeletor's #1 henchman were produced in 2016: Red Beast Man and the Club Grayskull Beast Man.

There were no other figures featured on the back of Beast Man's packaging.

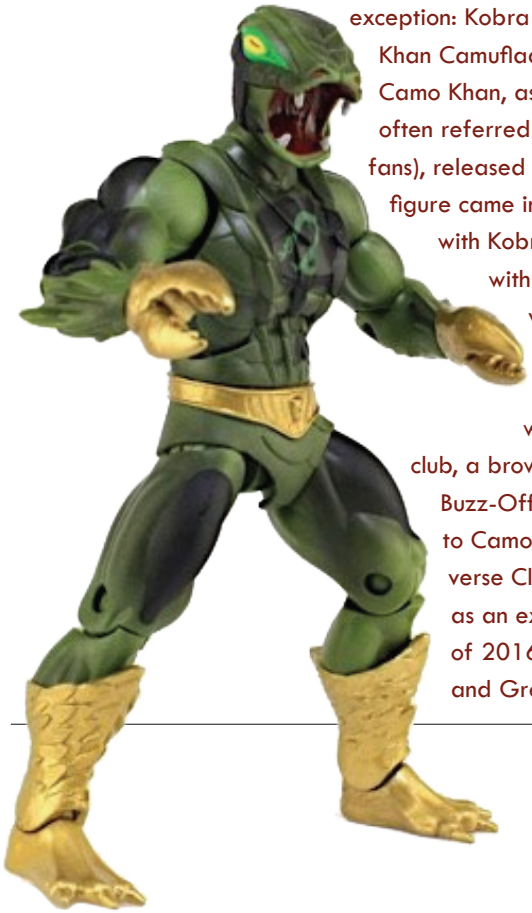
CAMO KHAN

Evil Camouflaged Master of Snakes

ACCESSORIES

REAL NAME Khan of Clan Kobra **BIO** After Zodak decapitated King Hssss, Kobra Khan assumed command of a group of the Snake Men and feigned surrender to Skeletor. Following Skeletor's successful coup against King Randor, he enlisted Khan's group, now called the Diabolical Snakes, to steal several magical artifacts, including the Spellstone of King Helios and the Polarizer of Shezar which would help Skeletor breach Castle Grayskull. To boost his effectiveness, Skeletor enchanted Khan with temporary new powers of camouflage, a more potent form of his hypnotic mist, and the mystical Golden Claws of Crushing. After Khan did Skeletor's bidding, he used his new powers to infiltrate Skeletor's throne room, crush his skeleton guards, and seize the Havoc Staff to help a regenerated King Hssss become even stronger during his recovery at the Temple of Serpos!

STRANGE BEGINNINGS From 1983 through 1990, a company named Top Toys, under license from Mattel, released Masters of the Universe toys in Argentina. Most of these toys were nearly identical to their original Mattel counterparts, with one very notable exception: Kobra Khan Camuflado (or Camo Khan, as it is often referred to by fans), released in 1987. This extremely rare figure came in two different versions: one with Kobra Khan's arms and another with Buzz-Off's arms, the latter version being more common. It also came packaged with one of three possible weapons: a green Clawful club, a brown Clawful club, or a brown Buzz-Off axe. Mattel paid homage to Camo Khan in Masters of the Universe Classics by releasing the figure as an exclusive at Power-Con in June of 2016 along with Red Beast Man and Green Granamyr.



MOTUC #206 • AFFILIATION The Snake Men • SUBSCRIPTION N/A • PRICE $45 • ORIGINAL FIGURE RELEASE Power-Con (June 4-6, 2016) • RELEASE TYPE Carded Figure

COMPARISON TIME Camo Khan was comprised almost entirely of existing Kobra Khan parts with the exception of his claws, which originally appeared with Buzz-Off. Note also that Camo Khan did not come with Kobra Khan's alternate hooded head.

WELL ARMED Of the three possible weapon choices that could have been included with Camo Khan, Mattel opted for the green version of Clawful's club. This was the third green Clawful club released in MOTUC after the original Clawful figure and Weapons Pak #3 (Great Unrest Assortment).

GALLERY

TRIVIA

Mattel opted to write a new bio for this version of Camo Khan rather than simply reusing the bio from the figure's original release. This new bio gave an explanation for Kobra Khan's new color scheme and gold claws.

The tagline on the front of Camo Khan's package referred to him as the "Evil Camouflaged Master of Snakes," which was a minor variation on his original figure tagline, "Evil Master of Snakes."

When the original Kobra Khan figure was released in Masters of the Universe classics, the figure retailed for $20. Camo Khan was priced at $45 when it was sold at Power-Con in 2016.

Before "Kobra Khan Camuflado" in 1987, Top Toys had previously released a regular Kobra Khan figure in 1985, which was nearly identical to its original Mattel counterpart.

There were no other figures featured on the back of Camo Khan's packaging.

Club Grayskull SKELETOR

ACCESSORIES

CARTOON CORNER No Masters of the Universe line is complete without He-Man's #1 nemesis, Skeletor. The Lord of Destruction utilized the MOTUC line's standard male smooth torso, shoulders, biceps, forearms, and legs, as well as Club Grayskull He-Man's feet. Skeletor's head, armor, hands, shorts, and boot tops were new. Like Club Grayskull He-Man, Skeletor had the hinge-and-swivel wrists and ankle tilts that were not standard in the general MOTUC line.

WREAKING HAVOC One of Skeletor's accessories was an all-new, screen-accurate version of his Havoc Staff.

MOTUC #207 • AFFILIATION Evil Warriors • SUBSCRIPTION 2016 Club Grayskull • PRICE $20 • ORIGINAL FIGURE RELEASE MattyCollector.com (June 15, 2016) • RELEASE TYPE Boxed Figure

EN GUARDE

Skeletor's second accessory was based on the sword he used in the early mini-comics, but never in the Filmation cartoon.

WELL ARMED Previously-released, cartoon-inspired accessories like the orb axe (which was released with Plundor), bone sword, and Diamond Ray of Disappearance (both of which were released with Lizard Man) could finally be paired with a cartoon-accurate Skeletor.

GALLERY

TRIVIA

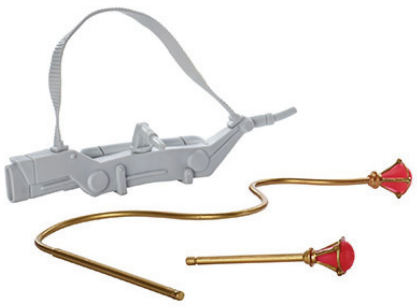
The following copy was written for Skeletor's sales page on MattyCollector.com: "Hatfield v. McCoy. Hamilton v. Burr. He-Man v. Skeletor. When it comes to epic feuds, Old Bone Face can compete with the best of them. Locked in a battle for control of Eternia, villainous Skeletor is determined to conquer all … at any cost! This Filmation-style figure pays homage to the animated series in 6" scale and comes with his Havoc Staff and Energy Blade."

The inside of Skeletor's hood, solid black in the cartoon, was left unpainted on the action figure.

The back of Skeletor's box featured an illustration of the villain posed in front of Snake Mountain. The copy at the bottom remained the same as what was previously printed on the He-Man and Trap Jaw packaging.

CRITA
Evil Mutant Beauty

ACCESSORIES



REAL NAME Crita **BIO** The distinctive purplish coloration and claw-like fingernails of Crita are the only visible features that mark her as a Mutant. Crita served for many years as the audiovisual communications specialist aboard the Mutant Mothership of Flogg and is the most intelligent of the Mutants. While Crita can be quite vain, she is also a creature of cold-blooded ambition. Noting this quality, Skeletor showed special favor to Crita, who was strongly attracted to the power Skeletor represented. Under her tutelage, the Gleanons became a vicious army. The Gleanons so admired Crita that they made her their queen. Crita and the Gleanons were eventually defeated by Mara and her Myte army. Following her defeat, Crita took to the stars. Years later, she had a fateful encounter with Evil-Lyn and has not been seen since.

CARTOON CORNER Crita was a character created for the 1990 animated series *The New Adventures of He-Man*. She was notable for being the only female villain in the series and a potential love interest for Skeletor. She was not given an action figure in the accompanying "He-Man" toyline. Crita had two different outfits in the cartoon — one with a helmet, torso armor and tall leggings, and the other with a dress, boots and half-cape. Mattel opted for the latter ensemble when creating her MOTUC action figure.

GALLERY

MOTUC #208 • AFFILIATION The Space Mutants **• SUBSCRIPTION** Collectors Choice 2016 **• PRICE** $24 **• ORIGINAL FIGURE RELEASE** MattyCollector.com (July 15, 2016) **• RELEASE TYPE** Carded Figure

HOLDING COURT Crita came armed with her scepter, a weapon she carried in the cartoon series, which featured a gold handle and a translucent orange "gem" at the top

WHIP IT GOOD In the cartoon series, Crita's scepter could extend into a whip. The figure came with a second version of the weapon in its whip form.

GUNS OUT Crita's third accessory, the Fear Gas Canon, was based on the weapon she used in the episode "A Plague on Primus."

CAPED CRUSADER Crita's arm articulation was restricted somewhat by her cape which, while made of a soft, flexible plastic, attached at both forearms, preventing the figure from raising both arms at the same time.

TRIVIA

The following copy was written for Crita's sales page on MattyCollector.com: "This cold-blooded mutant is whip–smart… and she cracks a mean whip on the battlefield. As queen of the cruel Gleanons, she rivals Skeletor in her capacity for sheer evil, and she's eager to battle her Galactic Protector nemesis, Mara of Primus. This fan-favorite figure arrives with her scepter, whip, and fear gas cannon."

The back of Crita's packaging did not contain a bio for the character. Her official bio was revealed on He-Man.org on May 7, 2018. The bulk of the information in her bio came primarily from her many appearances in *The New Adventures of He-Man* cartoon series, although her encounter with Evil-Lyn was new to MOTUC canon.

Crita utilized the standard female shoulders, biceps, and upper legs, and high-heeled boots. All other pieces were newly sculpted for the figure.

Pictured on Crita's cardback were Flogg, Mara of Primus, He-Man, and Skeletor.

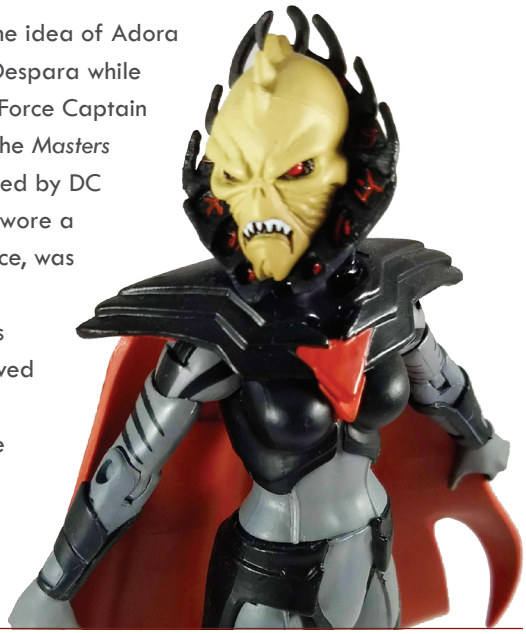
DESPARA

Powerful Force Captain of The Evil Horde

ACCESSORIES

REAL NAME Adora of the House of Randor **BIO** As an Evil Horde Force Captain, Princess Adora donned armor to resemble her "father" Hordak and became the fearsome warrior Despara. Enchanted by Shadow Weaver to forget inklings of mercy or independent thought, Despara was a living weapon for the Horde until her twin brother He-Man gave her the Sword of Protection and helped her become the heroic She-Ra. Many years later after Hordak's defeat, she destroyed his brother Horde Prime, whose spirit then possessed her. The Sword of Protection prevented him from truly corrupting Adora's soul but left her with amnesia fighting for her persona of Despara, who desired revenge for Hordak's death. Eventually she returned to Eternia where contact with the Sword of Power restored the Sword of Protection and expelled Prime's spirit, destroying the Despara personality forever.

FROM PAGE TO PLASTIC The idea of Adora having an alter-ego named Despara while she served the Evil Horde as Force Captain was a concept introduced in the *Masters of the Universe* comics produced by DC in 2012. As Despara, Adora wore a mask resembling Hordak's face, was cloaked in a red cape, and was portrayed as a relentless killing machine. The idea proved fairly popular with fans, and so Mattel decided to produce an action figure of the character as an exclusive in the 2016 Collectors Choice subscription.



GALLERY

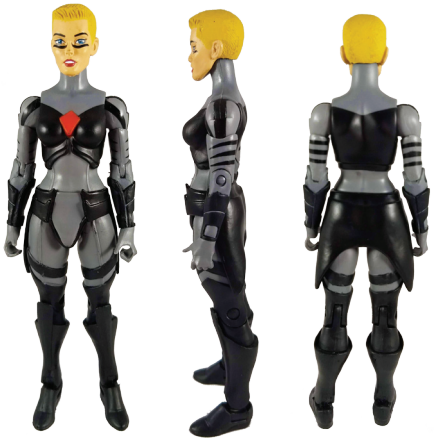
MOTUC #209 • AFFILIATION The Evil Horde **• SUBSCRIPTION** Collectors Choice 2016 **• PRICE** $25
• ORIGINAL FIGURE RELEASE MattyCollector.com (July 15, 2016) **• RELEASE TYPE** Carded Exclusive Figure

EN GUARDE Despara came equipped with two identical swords which could be stored in slots on the back of her cape.

WELL STAFFED Despara also came with a Horde staff which bore some design similarities to Hordak's staff. A bio for this staff ("The Staff of Despair") can be found on page 608.

CREW CUT An alternate head was included which depicted the crew-cut Adora underneath the mask.

CAPELESS CRUSADER Despara's cape was a separate piece from her cowl and was removable.



ALTERNATE VIEWS

Despara was made up almost entirely of new sculpting. It would appear that only her shoulders, biceps, hands and feet were re-used parts.

TRIVIA

The following copy was written for Despara's sales page on MattyCollector.com: "Dark and deviant, she's the evil alter ego of She-Ra, who is the alter-ego of Adora. Kidnapped as a baby and raised by Hordak, Adora fights for the Horde until twin brother He-Man reveals her true identity. Later, after the defeat of Hordak, the spirit of Horde Prime possesses her and the evil persona of Despara emerges once again! This wicked warrior arrives with two swords, and an alternate evil head. "

The back of Despara's packaging did not contain a bio for the character. Her official bio was revealed at He-Man.org on April 24, 2018. A second bio, dubbed "Masked Despara - Vengeful Queen of the New Evil Horde" was revealed on AdultCollector.org on April 25, 2022 (see page 602).

Having not been created until 2012, Despara was the newest character to be produced in MOTUC.

Pictured on Despara's cardback were Hordak, Shadow Weaver, Horde Trooper, and Skeletor.

Club Grayskull

BEAST MAN

ACCESSORIES

CARTOON CORNER

Skeletor's fur-brained lackey Beast Man was the fourth figure (and third Evil Warrior) released in the Club Grayskull line. Beast Man utilized the standard male smooth torso, shoulders, biceps, upper legs, as well as Club Grayskull He-Man's forearms, shorts, and feet. Beast Man's arm and chest armor was removable.

WHIP IT GOOD No Beast Man figure would be complete without his signature whip. The whip was molded into the shape shown above and while pliable, was not reposable.

MOTUC #210 • **AFFILIATION** Evil Warriors • **SUBSCRIPTION** 2016 Club Grayskull • **PRICE** $20 • **ORIGINAL FIGURE RELEASE** MattyCollector.com (Aug 15, 2016) • **RELEASE TYPE** Boxed Figure

COMPARISON TIME

Shown here are the original release Beast Man (*far left*) beside Club Grayskull Beast Man (*immediate left*).

TRIVIA

The following copy was written for Beast Man's sales page on MattyCollector.com: "Flea-bitten fur brain? Walking shag carpet? The bungling Beast Man endures a barrage of insults from boss Skeletor, but his brute strength and ultimate loyalty make the hairy henchman an essential member of an evil team. This Filmation-style figure pays homage to the animated series in 6" scale and comes with his beast tamer whip and removable armor."

SHIELD ME The shield accessory was based on a weapon carried by the Reptile Men in Filmation MOTU cartoon; it was never used Beast Man.

The back of Beast Man's box featured an illustration of the villain posed in front of Snake Mountain. The copy at the bottom remained the same as what was printed on previous Club Grayskull figure packaging.

YEAR OF THE BEAST Both this figure and the red Beast Man figure (based on his vintage mini-comic appearance) were released in 2016.

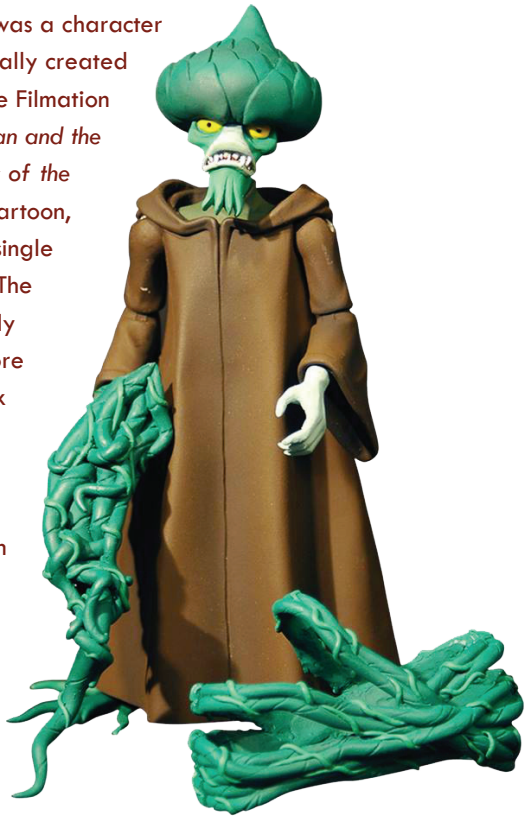
GALLERY

Club Grayskull

EVIL SEED

ACCESSORIES

CARTOON CORNER Evil Seed was a character originally created for the Filmation *He-Man and the Masters of the Universe* cartoon, where he appeared in a single episode titled "Evilseed." The character was subsequently redesigned and had a more prominent role in the 200x reboot *Masters of the Universe* cartoon, and was given an action figure in the Club 200x subscription in August of 2015. The Filmation design of the character, shown here, was finally released in MOTUC as part of the Club Grayskull series.



GOING GREEN Evil Seed came equipped with two "vine" accessories. One set of vines could be gripped in his right hand and fit into his sleeve as if he was generating it from his body.

MOTUC #211 • AFFILIATION None • SUBSCRIPTION 2016 Club Grayskull • PRICE $20 • ORIGINAL FIGURE RELEASE MattyCollector.com (Aug 15, 2016) • RELEASE TYPE Boxed Exclusive Figure

TIGHT SQUEEZE Evil Seed's second vine accessory was designed to "ensnare" one of his enemies, just as he did in the cartoon.

HE'S GOT LEGS A peek under Evil Seed's robes revealed two separately articulated "legs" comprised of a mass of vines. His leg articulation was, however, quite limited by his robes.

PACKAGING Evil Seed came in the same window box as the previous Club Grayskull figures, posed inside the open mouth of Castle Grayskull. Even though Evil Seed is not one of Skeletor's Evil Warriors, the back of the figure's box featured an illustration of the villain posed in front of Snake Mountain. The copy at the bottom, giving a brief overview of the history of the *He-Man and the Masters of the Universe* animated series and the purpose of the Club Grayskull line, was identical to the copy on He-Man's box.

TRIVIA

The following copy was written for Evil Seed's sales page on MattyCollector.com: "This evil wrap star sows seeds of destruction with his vicious vines that overtake everything in Eternia. His deadly garden grows unchecked until He-Man and Skeletor join forces to whack the unwanted weed for good. This Filmation-style figure pays homage to the animated series in 6" scale and comes with his vine weapon and extendable wrapping vine."

The Evil Seed figure was released as an exclusive in the 2016 Club Grayskull subscription.

GENERAL SUNDAR

Heroic Former Horde General

ACCESSORIES

BIO General Sundar is a former Evil Horde general known for his brilliant strategic skills and his efficacy as a military leader. Unlike most Horde members, Sundar was selfless and brave. His sense of honor led to disputes with Hordak himself. In one instance, Sundar spoke on behalf of Despara when Catra falsely accused her of treason. Sundar finally understood the oppression wrought by the Horde regime when he was forced to arrest farmers of Etheria for refusing to pay exorbitant taxes. Consequently, he assisted She-Ra in freeing these prisoners and later fell in love with Mally, the daughter of one of the captive families. The two married and had a child together. While Sundar abandoned military life to lead a peaceful existence, he vowed to always assist the Great Rebellion. True to his word, he has come out of retirement several times.

CARTOON CORNER General Sundar (or "Sunder," as it was spelled in the cartoon credits) was a character created for the Filmation *She-Ra: Princess of Power* animated series. The material in his bio came almost entirely from his two appearances ("Unexpected Ally" and "Return of the General"), although the name *Adora* was swapped out in favor of *Despara* in order to better match MOTUC continuity.

MOTUC #212 • AFFILIATION The Great Rebellion **• SUBSCRIPTION** Collectors Choice 2016 **• PRICE** $24 **• ORIGINAL FIGURE RELEASE** MattyCollector.com (September 15, 2016) **• RELEASE TYPE** Carded Figure

AXE TO GRIND General Sundar's first accessory was a newly-designed, Horde-inspired axe.

GUNS OUT General Sundar came armed with twin laser pistols, which were based on the guns he used in his animated appearances and could fit inside his holsters.

HEADS WILL ROLL The General Sundar figure also came packaged with three additional heads for the Horde Troopers: a purple demon head (inspired by the Horde Troopers' appearance in DC Comics), a Navy Scuba head, and an Eternian Invasion head, the latter two of which were inspired by the Filmation *She-Ra: Princess of Power* cartoon.

ALTERNATE VIEWS The figure was comprised mostly of existing Horde Trooper parts (including a mechanical upper torso, hidden under his armor). He was given a new head, chest armor with attached cape, and waist piece with attached holsters for his laser pistols.

TRIVIA

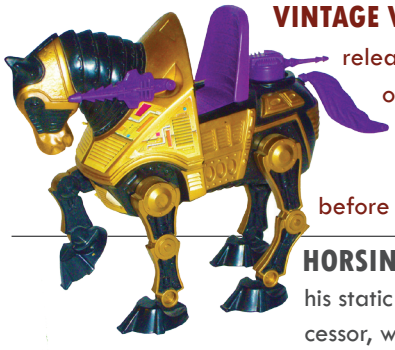
The following copy was written for General Sundar's sales page on MattyCollector.com: "Highly respected and highly ranked, this wise warrior realized he could no longer support Hordak and his reign of terror. He fled the Horde and found fulfillment as a farmer, a father … and a fearless fighter for the Rebellion! This first-time figure arrives with a Horde battle axe, twin laser pistols, and three variant Horde Trooper heads (inspired by a DC Comics Trooper, a Naval Trooper, and a flashback Horde Trooper)."

The back of General Sundar's packaging did not contain a bio for the character. His official bio was revealed at He-Man.org on May 21, 2018. This bio referred to him as the "Heroic Former General of the Evil Horde," a slight change from the tagline on the figure's packaging, "Heroic Former Horde General."

Pictured on General Sundar's cardback were Glimmer, She-Ra, Hordak (Filmation repaint), and the Horde Trooper.

NIGHT STALKER
Evil Armored Battle Steed

BIO The robotic war horse called Night Stalker was built by Tri-Klops and Trap Jaw to counter the heroic Stridor. The robot gallops with remarkable speed despite its size and is equipped with two guns in front as well as one behind its iron saddle. Skeletor rode Night Stalker into combat on several occasions, but it was the sinister Jitsu who took special interest in the armored steed. After Jitsu became the lord of Snake Mountain, he retrieved remnants of the Hate Stones and implanted them in Night Stalker's eye sockets. This action transformed Night Stalker from a mindless machine into a mechanical nightmare. From that day forward, Night Stalker's eyes glowed with malevolence and ill intent. Eventually, the demon steed turn on Jitsu and ran off into the blighted plains of the Dark Hemisphere.



VINTAGE VAULT The vintage Night Stalker was released in Wave 4 of the original Masters of the Universe toyline in 1985. It was a repaint of the previously-released Stridor, which had come out the year before in Wave 3.

HORSING AROUND Unlike his static vintage predecessor, which was only articulated at the guns and tail, the MOTUC Night Stalker was fully posable. He was articulated at the tail, guns, legs, knees, and feet, as well as having four points of articulation at the neck, allowing the figure to turn, lower and raise its head.

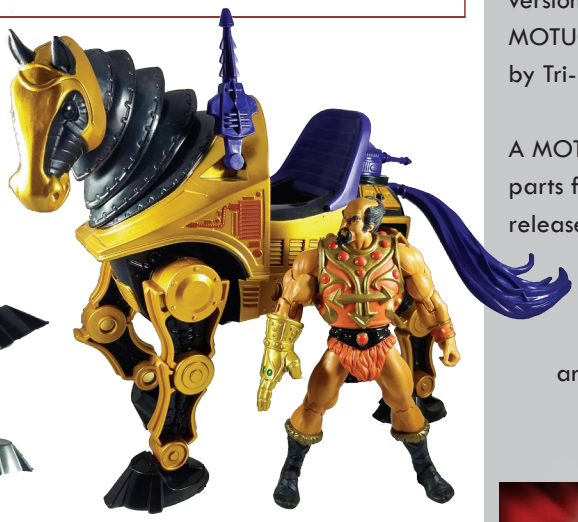
BIO TRIVIA The idea of Night Stalker being part demon comes from the German Ehapa comics from the 1980s; the Hate Stones are an evil artifact in the MOTU Star Comics issue #9 (1987); the bio references Skeletor riding Night Stalker because he did so in the 1980s UK comics and on the vintage toy box art.

MOTUC #213 • AFFILIATION The Evil Warriors • SUBSCRIPTION Collectors Choice 2016 • PRICE $40 • ORIGINAL FIGURE RELEASE MattyCollector.com (September 15, 2016) • RELEASE TYPE Boxed Beast

DYNAMIC DUO Because the pair were released in a 2-pack in the vintage toyline, many fans consider Night Stalker to be Jitsu's steed. The mechanical horse's only media appearances were in the 1980s UK comics by London Editions, which sometimes depicted him as Jitsu's evil robotic steed, other times as the "reincarnation" of the heroic Stridor. The figure's official MOTUC bio confirmed the connection between Night Stalker and Jitsu.

HATS OFF While the vintage Stridor figure came with a removable helmet, his successor Night Stalker did not. Mattel decided to give the MOTUC version of the evil horse a unique helmet of its own.

SIZE MATTERS The figure stood approximately 12" tall and was about 16" long.



POSABILITY For all his size and heft, the figure had all the articulation necessary to be posed on its hind legs.

IN THE DETAILS The mechanical detailing on the figure's sides, much of which was represented by stickers on the vintage toy, was rendered with sculpting and paint on the MOTUC figure.

TRIVIA

The following copy was written for Night Stalker's sales page on MattyCollector.com: "The warhorse is out of the barn and ready for battle … this mechanical steed is packing serious heat on Snake Mountain! Night Stalker comes with three rotatable turret guns, articulated legs, tail, neck and head, a removable helmet, and can accommodate most MOTUC figures as riders (such as his master Jitsu)."

The back of Night Stalker's packaging did not contain a bio for the steed. The character's official bio was finally revealed on-line at He-Man.org on June 4, 2018. The idea of Jitsu implanting the Hate Stones in Night Stalker's eyes as the catalyst to transform the warhorse into the more demonic version from the German Ehapa comics was new to MOTUC canon, as was the idea that he was built by Tri-Klops and Trap Jaw.

A MOTUC version of Stridor, which utilized all the parts from Night Stalker (including the helmet) was released by Super7 in 2018.

Pictured on Night Stalker's cardback were Jitsu, Stinkor, Evil-Lyn, Tri-Klops, Whiplash, and Skeletor.

Club Grayskull

EVIL-LYN

ACCESSORIES

CARTOON CORNER As one of the most prevalent villains in the Filmation *He-Man and the Masters of the Universe* cartoon, not to mention being Skeletor's second-in-command, Evil-Lyn was an obvious choice for the Club Grayskull subscription. Her pale skin, larger helmet, and black cape all took their cues from her animated design.

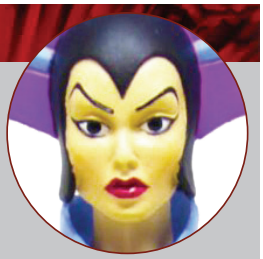
ABRA CADABRA Evil-Lyn came with her signature wand. Oddly, the orb of the wand was black instead of pale blue like it was in the cartoon.

CRYSTAL CLEAR Evil-Lyn's second accessory was the Coridite Crystal, a magical artifact from the Filmation MOTU cartoon episode "Evil-Lyn's Plot." (The crystal also made an appearance in an early episode of the 2002 MYP MOTU cartoon series.) The accessory was molded to fit in Evil-Lyn's open left hand.

MOTUC #214 • AFFILIATION The Evil Warriors **• SUBSCRIPTION** 2016 Club Grayskull **• PRICE** $20 **• ORIGINAL FIGURE RELEASE** MattyCollector.com (Oct 15, 2016) **• RELEASE TYPE** Boxed Figure

COMPARISON TIME Club Grayskull Evil-Lyn is shown here standing between the original Evil-Lyn figure (*immediate left*) and the Battleground Evil-Lyn figure (*far left*).

TRIVIA



The following copy was written for Evil-Lyn's sales page on MattyCollector.com: "The wicked witch of Snake Mountain deploys the dark arts to defeat her enemies. Sinister but stylish, she uses her intelligence to spar with Skeletor ... and plots to put herself in the primary position of power! This Filmation-style figure pays homage to the animated series in 6" scale and comes with two heads, with and without her helmet. She also comes with her Magic Wand and precious Coridite crystal."

HATS OFF > The included alternate head sculpt depicted Evil-Lyn with her helmet off, revealing her white crew cut, as she was sometimes portrayed in the cartoon. The previously-released Battleground Evil-Lyn had also come with an unhelmeted, white-haired head.

A WORK OF ART > The back of Evil-Lyn's box featured an illustration of the villain posed in front of Snake Mountain. Her boots were incorrectly colored in this image.The copy at the bottom remained the same as what was printed on previous Club Grayskull figure packaging.

CAPED CRUSADER Evil-Lyn's black cape was connected to her collar piece and was not removable.

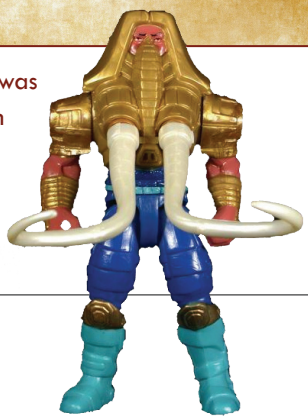
GALLERY

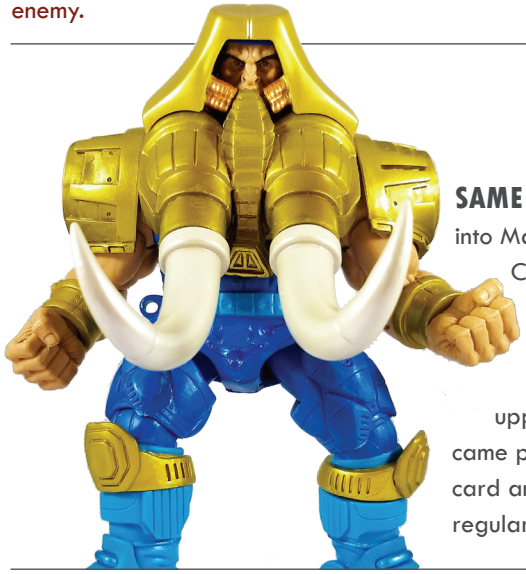
TUSKADOR

Mighty Tusked Galactic Guardian

REAL NAME Insyzor **BIO** Tuskador joined the Galactic Protectors when the robot ship Balzantine 5 carrying deadly weapons leftover from the Chemical Wars was thrown off course by a debris shower and sent crashing towards Primus. Armored with an elephant-like helmet of his own design, Tuskador can turn his enemies' own size against them. He can even lift the massive warrior Sagitar during training exercises. With his mighty tusks he can break through solid barriers. Tuskador believes that the secret to victory is knowing when his enemies are most vulnerable, which is often the moment they think they have defeated him. Tuskador, sometimes called Insyzor, is a star pilot of both the Astrosub fighter jet and the Starship Eternia, and he often trains the new recruits for the Galactic Protectors on Primus.

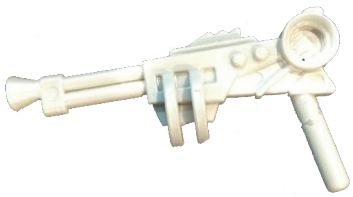
VINTAGE VAULT The vintage Tuskador figure was released in the "He-Man" toyline's third wave in 1991. A lever on the back of the figure's head caused the long, curved tusks mounted on his chest to swivel, turning inward to capture an enemy.





SAME AS In bringing Tuskador into Masters of the Universe Classics, Mattel opted to re-use several of Ram Man's parts, including his shoulders, biceps, hands, upper torso, and feet. Tuskador came packaged on an oversized card and cost $30 at a time when regular figures in the line cost $24.

ACCESSORIES



MOTUC #215 • AFFILIATION The Galactic Protectors **• SUBSCRIPTION** Collectors Choice 2016 **• PRICE** $30 **• ORIGINAL FIGURE RELEASE** MattyCollector.com (November 15, 2016) **• RELEASE TYPE** Carded Oversized Figure

TUSK! Tuskador came with two pairs of tusks: one long pair (like his vintage action figure), and one short pair (like his animated appearance). Whichever pair was not in use could be stored on the figure's back.

GUNS OUT Tuskador's gun was based on the accessory included with the vintage action figure. When not in use, it could be stored on the figure's belt.

FACE TIME Tuskador's helmet was removable.

REACH OUT AND GRAB YA With some careful posing, Tuskador's longer tusks could "capture" and hold another figure.

TRIVIA

The following copy was written for Tuskador's sales page on MattyCollector.com: "This intergalactic trader is prepared to fight from tusk till dawn! While his customized freighter searches the star systems for supplies, Tuskador helps He-Man and the Galactic Protectors battle the Evil Horde. This figure arrives with two sets of interchangeable tusks and his trusty Mega Blaster."

Tuskador's official bio was finally revealed on-line at He-Man.org on July 2, 2018. Several of the bio's inclusions, such as Tuskador's first mission and the details regarding the Balzantine 5 came from the *New Adventure of He-Man* cartoon episode "The Galactic Guardians", as was Tuskador's tactic to use his enemy's size against him, as well as his sparring session with Sagitar. Tuskador was additionally described as a star pilot in his vintage toy packaging, and his time spent teaching new recruits came from the *New Adventure of He-Man* episode "You're In the Army Now."

Pictured on Tuskador's cardback were Galactic Protector He-Man, Hydron, Darius, Galactic Protector She-Ra, and Slush Head.

HORDE WRAITH

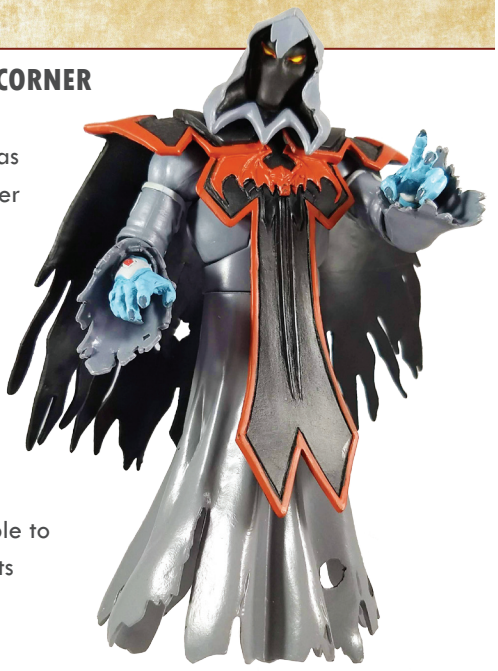
Sorcerer for the Evil Horde

ACCESSORIES

BIO While amassing his army to one day usurp his brother's throne, Hordak perfected the Gem of Horokoth to enhance and secretly enslave magicians throughout the universe. Luring many Gar mages on Eternia with promises of great power, Hordak turned them into his Shadow Circle of mystics whose combined power helped him create the Tablet and Triad of Separation. When Hordak and his Horde Wraith minions tried to cast the Spell of Separation to obtain the Starseed hidden inside Eternia, King Grayskull and his allies stopped them, costing Hordak his lead witch. Years later he replaced her with Shadow Weaver, who — thanks to the intervention of Castaspella — retained her free will after the Gem was destroyed during her transformation. Shadow Weaver became the wraiths' leader, and with them helped Hordak invade Eternia before then trying unsuccessfully to reclaim Etheria in Hordak's absence.

CARTOON CORNER

The Horde Wraith was a character created for the 200x *He-Man and the Masters of the Universe* reboot animated series, appearing in a single episode. The magical character was an obvious stand-in for Shadow Weaver, who was unable to appear on the show due to rights issues.



GALLERY

MOTUC #216 • AFFILIATION The Evil Horde **• SUBSCRIPTION** Collectors Choice 2016 **• PRICE** $24 **• ORIGINAL FIGURE RELEASE** MattyCollector.com (November 15, 2016) **• RELEASE TYPE** Carded Figure

WELL ARMED The Horde Wraith came armed with a staff which bore the Horde symbol and appeared to have a crossbow motif at the top. Since the figure lacked a gripping hand, the staff as designed to slip over the open fingers of his right hand.

A SOFT TOUCH The Horde Wraith's "spellcasting" hands, which ended in sharp black nails, were cast in a soft plastic, likely in order to meet safety standards. The same approach was used on Catra's "scratching" left hand.

TAKING FLIGHT A removable clear flight stand plugged into the underside of the figure, giving it the appearance of "hovering" above the ground. The stand made the figure one of the tallest on a shelf of MOTUC figures. Even though the figure itself had no legs or feet, it was capable of standing without the flight stand by balancing on the hem of its robes.

ALTERNATE VIEWS The figure's cape/cloak was removable. The figure appeared to be comprised of 100% new tooling.

TRIVIA

The following copy was written for the Horde Wraith's sales page on MattyCollector.com: "Hordak fights He-Man by harnessing the power of the dark side. By enslaving magicians throughout the universe, he creates a sinister circle of mystics and uses their magical ways to aid in his quest for control. One of his many minions, this Horde Wraith figure comes with a Battle Staff and a Flying Stand."

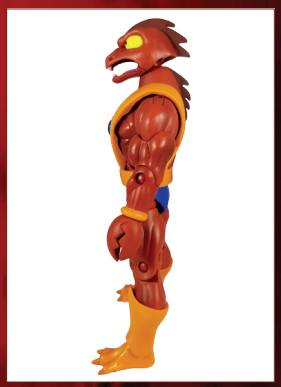
In his single cartoon appearance, the Horde Wraith was not given a name or a backstory, and at times up to three wraiths were seen on-screen at a single time. Whether they were three separate beings or one being magically replicating itself was never explained in the episode.

The back of the Horde Wraith's packaging did not contain a bio for the character. His official bio was revealed at He-Man.org on June 25, 2018.

Pictured on the Horde Wraith's cardback were Hordak, King Grayskull 2.0, Queen Grayskull, and Snake Armor He-Man.

Club Grayskull

CLAWFUL



ACCESSORIES

CARTOON CORNER While Clawful was never one of He-Man's top-tier enemies, his animated appearance was so drastically different from his vintage action figure design that he was an early fan favorite for inclusion in the Club Grayskull line. Unlike his vintage action figure design, animated Clawful had symmetrical claws, smooth skin, more streamlined armor, and a dragon-like appearance.

WELL ARMED Clawful's club appeared to be a more simplified version of the signature weapon that came with the vintage action figure. As the character didn't carry a weapon in the cartoon, one could assume that this club was intended to look like an animated version of Clawful's classic toy weapon.

GALLERY

MOTUC #217 • AFFILIATION The Evil Warriors **• SUBSCRIPTION** 2016 Club Grayskull **• PRICE** $20 **• ORIGINAL FIGURE RELEASE** MattyCollector.com (Dec 15, 2016) **• RELEASE TYPE** Boxed Figure

ARTIFACTUAL The Horn of Evil was a dangerous artifact used in the Filmation MOTU cartoon episode "Dree-Elle's Return," which was, incidentally, the episode in which Clawful made his debut in the series.

IN A PINCH The figure's claws were not articulated. The right one was slightly open, allowing it to grip an accessory; the left one was closed.

ALTERNATE VIEWS Clawful utilized CG He-Man's upper torso, shoulders, biceps, and upper legs, as well as Skeletor's boots/feet.

COMPARISON TIME Club Grayskull Clawful (*immediate right*) is shown here standing alongside the original MOTUC Clawful (*far right*).

TRIVIA

The following copy was written for Clawful's sales page on MattyCollector.com: "Does the right claw know what the left claw is doing? It doesn't matter to Skeletor … as long as this cruel Karikoni crustacean uses both of them to help him defeat the people of Eternia. This Filmation-style figure pays homage to the animated series in 6" scale and comes with his mace weapon and the Horn of Evil."

The back of Clawful's box featured an illustration of the villain posed in front of Snake Mountain. The copy at the bottom remained the same as what was printed on previous Club Grayskull figure packaging.

The figure had a neck/chest overlay that was glued in place, the seams of which were hidden by the figure's chest armor.

ROTON
Evil Assault Vehicle

BIO Originally designed by the Fighting Foe Man Ditztroyer, the Roton is an ominous vehicle that is black in color with red spinning blades around the circumference. Two glowering eyes are molded into the vehicle's chassis to strike fear into even the bravest Heroic Warrior. Typically used on land, Rotons also function as flying vehicles and are equipped with guns, though the spinning blades are their most devastating weapon. The chaotic Ditztroyer double-crossed the Horde by secretly joining the Evil Warriors and offering them guidance on the Roton design.

VINTAGE VAULT The Roton vehicle was released in the vintage line as part of wave 3 in 1985. Standing approximately 3" high with an 8" diameter, its blades whirled around when the vehicle was pushed forward or backward. It also featured rotating twin laser guns and could seat one figure.

UPDATE The MOTUC Roton was first revealed at Toy Fair in early 2016, but with the future of the MOTUC line uncertain as the year progressed, it was unclear as to when or if the vehicle would ever be released. It became available rather unexpectedly in December of 2016 on MattyCollector.com, with a price tag of $125.

SINGLE SEATER Like the vintage vehicle, MOTUC Roton was designed to carry one figure. One new addition were the steering handles, which could be gripped and moved by the vehicle's driver.

MOTUC #218A • AFFILIATION The Evil Warriors • SUBSCRIPTION N/A • PRICE $125 • ORIGINAL FIGURE RELEASE MattyCollector.com (December 15, 2016) • RELEASE TYPE Boxed Vehicle & Figure

GUNS OUT The Roton's twin guns could be mounted in two different positions or removed and used as a handheld weapon.

YOU SPIN ME RIGHT ROUND Wheels on the underside of the vehicle allowed it to be rolled along a smooth surface, which would also cause its blades to spin.

COVER ME The vehicle's canopy was not based on the vintage toy, but instead took its cues from the design of the vintage Roton model kit.

TAKING FLIGHT The Roton came with the same display/flight stand that was originally released with the Wind Raider.

BIOGRAPHICAL On July 16, 2018, on He-Man.org, an expanded official bio for the Roton was released. The differences between the original and the updated bios are shown in italics below:

ROTON Evil Assault Vehicle

The whir of the blade from a Roton is enough to instill terror in even the bravest of the Heroic Warriors. Originally designed by *Ditztroyer of the Fighting Foe Men, these* ominous *vehicles are* black in color with red spinning blades around the circumference. Two glowering eyes are molded into the vehicle's chassis. Typically used on land, Rotons are equipped with guns, though the spinning blades are their most devastating weapon. The chaotic Ditztroyer double-crossed the *Evil* Horde by secretly joining the Evil Warriors and offering them guidance on *upgrading* the *Roton's* design. *During the extended absence of He-Man, Ditztroyer turned on his fellow Foe Men and attempted to destroy them when he used his Roton to topple the eldritch Thamalia Tower. This betrayal prompted Shield Maiden Sherrilyn and Dawg-O-Tor to renounce their evil ways and join the military ranks of King Randor.*

TRIVIA

The following copy was written for the Roton's sales page on MattyCollector.com: "Round and round the evil spinning blades of the Roton go, and when they stop … be prepared for battle! This oversized Evil Assault Vehicle can accept most Masters of the Universe Classics figures in the cockpit and arrives with a removable canopy, laser cannons that can be repositioned, and a display stand. The vehicle comes with a fully articulated Skelcon figure with a spear and dagger."

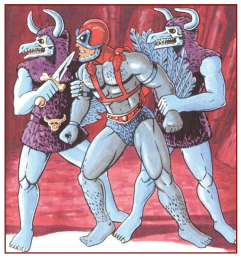
The points on the Roton's blade were made from a soft, rubbery material.

Bio Trivia: The idea of Ditztroyer double-crossing the Horde to give the Evil Warriors intel on upgrading their Rotons was utilized to explain Ditztroyer's eventual alliance with the Evil Warriors; meanwhile, his betrayal of the other two Foe Men explains why they eventually renounce their evil ways. • He-Man's extended absence refers to his time in space during *The New Adventures of He-Man* cartoon storyline. • Thamalia Tower, an ancient structure at the edge of King Randor's kingdom that was home to its caretaker Kor, first appeared in the MOTU newspaper strips (1986).

SKELCON

ACCESSORIES

BIO The Skelcon were a primitive but highly adaptable race of horned demons who dwelled in the dark corners of the Dimension of Infinita and worshiped the bones of their ancestors until a summoning spell, cast by Skeletor, brought them to Eternia. Magically bound to his commands, the Skelcon served as Skeletor's foot soldiers, wearing skull masks and wielding weapons built from the bones of their dead. During a battle with Hordak, the Skelcon were returned to Infinita, but Skeletor's power over them remained.



FROM PAGE TO PLASTIC

The Skelcons were introduced in the storybooks produced by the company Ladybird in the 1980s, where they were portrayed as a race of beings in Skeletor's service. No action figure of a Skelcon had been released before this figure was included as a pack-in with the Roton in MOTUC.

BY THE HORNS The Skelcon's horns were articulated, allowing them to swivel (separately) up and down. His jaw, however, was not articulated.

SAME AS The Skelcon utilized the standard male shoulders, upper torso, biceps, forearms, and upper legs along with Skeletor's hands and Demo-Man's calves and feet.

MOTUC #218B • AFFILIATION The Evil Warriors • SUBSCRIPTION N/A • PRICE $125 • ORIGINAL FIGURE RELEASE MattyCollector.com (December 15, 2016) • RELEASE TYPE Boxed Vehicle & Figure

WELL ARMED The Skelcon came with two weapons which, according to his bio, were built from the bones of their dead. The dagger accessory came straight from the Skelcons' appearance in the Ladybird storybooks and could be stored in the scabbard on the figure's belt.

GET THE POINT The Skelcon's spear appeared to be a newly-designed weapon with no previous media appearance.

TRIVIA

Many fans were dismayed at Mattel's decision to include the Skelcon as a pack-in with a vehicle, making it a very expensive prospect to army-build the figure. Mattel had originally planned to released a single-carded, winged version of the Skelcon simultaneously with the Roton/Skelcon set, allowing for more affordable army building, but these plans never came to fruition.

The Roton/Skelcon was the final Masters of the Universe Classics item released on MattyCollector.com. This was not, however, the final MOTUC item produced by Mattel. In May of 2017, the long-rumored, single-carded Horde Trooper appeared for sale rather unexpectedly on MattelShop.com.

On August 6, 2018 on He-Man.org, an expanded official bio for the Skelcon was released. The differences between the original and the updated bio are shown in italics below:

TAKING FLIGHT Mattel had planned to eventually release a single-carded, winged version of the Skelcon, but these plans never came to fruition. The image to the left is a fan creation showing how such a figure might have looked, utilizing repainted Draego-Man wings.

SKELCON

Evil Demonic Minions of Skeletor

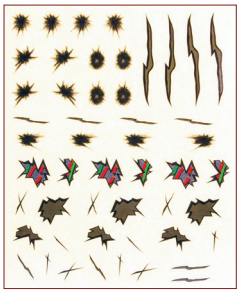
The Skelcon *race was* a primitive but highly adaptable *brood* of horned demons who dwelled in the dark corners of the Dimension of Infinita and worshiped the bones of their ancestors until a summoning spell cast by Skeletor brought them to Eternia. Magically bound to his commands, the Skelcons served as Skeletor's foot soldiers, wearing skull masks and wielding weapons built from the bones of their dead. During a battle with Hordak, the Skelcons were returned to Infinita, but Skeletor's power over them remained. *When the warrior queen Despara planned her attack on Eternia many years later, she temporarily resurrected Skeletor in part to use his power of the Skelcons, who she further enhanced with dark magic which gave some of them wings. The Skelcons later kept Skeletor's remains, hoping to someday resurrect him again.*

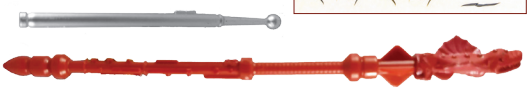
GALLERY

HORDE TROOPER

Evil Mechanical Enforcer for Hordak

ACCESSORIES





REAL NAME Horde Drone **BIO** In his factories on Etheria and later Eternia, Hordak mass produces countless robot enforcers. Each is dressed in armor similar to the foot soldiers of his home planet Horde World. Linked to a central computer brain, Horde Troopers can be programmed to follow any evil command they are given. With the robotic strength to overpower all enemies of his empire, Hordak's troopers are more than a match for most enemies. On command from their master, the vicious troopers attack heroic warriors until He-Man lands a powerful punch causing them to fall apart!

VINTAGE VAULT The vintage Horde Trooper figure was released in the original toyline's fifth wave in 1986. The figure, which came armed with a red "tech spear," would fall apart when the button on its chest was pressed.

BACK AGAIN When the original MOTUC Horde Troopers were released in late 2013, fans eager to army build a Trooper army caused the 2-pack to sell out before demand was met. Rumors of a re-release began to circulate, and eventually a single-carded Horde Trooper appeared on Shop.Mattel.com in the spring of 2017. While this figure was basically a re-release of the original Horde Trooper figure, this version of the figure featured lighter gray plastic and no painted battle damage.

GALLERY

MOTUC #219 • AFFILIATION The Evil Horde • SUBSCRIPTION N/A • PRICE $25
ORIGINAL FIGURE RELEASE Shop.Mattel.com (May 2017) • RELEASE TYPE Carded Figure

WELL ARMED The single-carded Horde Trooper came with the same four weapons as the original Horde Trooper 2-pack, including this baton, which was based on a weapon used by the Troopers in the Filmation POP cartoon.

READY, AIM The crossbow accessory was a newly designed piece for the Horde Trooper 2-pack and had not previously appeared in any media.

SHIELD ME This shield, like the baton, was based on a weapon used by the Troopers in the Filmation POP cartoon.

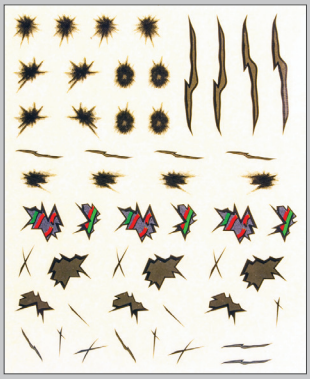
WELL STAFFED The red staff was based on the vintage Horde Trooper accessory.

HEADS WILL ROLL The General Sundar figure, which was released in late 2016, came packaged with three additional heads for the Horde Trooper: a purple demon head (inspired by the Horde Troopers' appearance in DC Comics), Navy Scuba head, and Eternian Invasion head, the latter two of which were inspired by the Filmation POP cartoon.

TRIVIA

The following copy was written for the single-carded Horde Trooper's sales page on Shop.Mattel.com: "You can't run an evil empire without the muscle to back it up… build a powerful and mighty army with the Horde Trooper! Includes electrostaff, dragon stick, crossbow and Horde shield."

Pictured on the Horde Trooper's cardback were Catra, the Spirit of Hordak, Grizzlor, and Horde Prime.



The Horde Trooper robots came packaged with the same sheet of battle damage stickers that originally shipped with the Hover Robots, allowing collectors to adorn their Trooper with the scars of war. The stickers included blast marks, blade slashes, burns, and exposed circuitry.

Ultimate Edition

SKELETOR

Lord of Destruction

ACCESSORIES

BIO Some say noble Prince Keldor was corrupted by tragic circumstances. Others believe something was wrong from the start, citing his manipulative nature, his need to control others, and his obsession with forbidden magic. One thing is clear. After Keldor became Skeletor, his desire for power in the name of chaos and destruction was matched only by his cunning intellect, deceitful behavior, and sardonic wit. Although he is a psychopath of the highest order, Skeletor is a skilled warrior and master wizard with proficiency in all spheres of sorcery. Driven by a sense of entitlement and a thirst for knowledge and power at all costs, Skeletor believes that his true destiny lies in the acquisition of Castle Grayskull's secrets. He is repeatedly thwarted in this goal by his arch-nemesis and nephew, He-Man, whom Skeletor disdainfully refers to as a "muscle-bound oaf." Though wantonly cruel, Skeletor retained a measure of Keldor's charisma even after his disfigurement and transformation. Perhaps sensing kindred spirits in the group of embittered misfits and outcasts who follow him, Skeletor manages to instill both admiration and abject fear in his underlings.

THE CLASSICS STORY CONTINUES

After Despara decapitated Skeletor's zombified body, it was taken away by reverent Skelcons who placed it in a sacred temple. "The Skeleteen", obsessed with locating his father, convinced Evil-Lyn and an aged Beast Man to join him in a quest to find Skeletor's remains. They eventually succeeded and brought his corpse to the mysterious cave where Keldor's Gar mother Saryn was slain. Enacting a forbidden rite, they used the Havoc Staff and the everlasting pool of Saryn's enchanted blood to resurrect the villain. This unnatural act of necromancy was instrumental in triggering a magical anomaly called The Reawakening, an event which brought many deceased Eternian heroes and villains back to life. Restored to his original state by his mother's blood, Keldor feigned remorse for past misdeeds and cleverly orchestrated the mystical rebirth of Castle Grayskull. When Keldor attempted to seize Grayskull's magical energies for himself, he was defeated by King He-Man and several "reawakened" Heroic Warriors. Ruing his loss and deeply craving the power he once possessed as Skeletor, Keldor willingly used profane black magic to transform himself back into the Lord of Destruction.

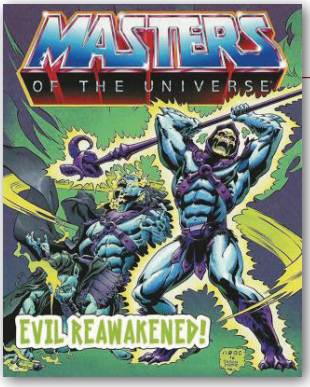
MOTUC #220 • AFFILIATION Evil Warriors • SUBSCRIPTION N/A • PRICE $35 • ORIGINAL FIGURE RELEASE super7.com (August 2017) • RELEASE TYPE Carded Figure

WELL ARMED Like the original Skeletor figure, the Ultimate Edition of Skeletor came armed with the purple version of the Power Sword, a purple half-sword, and his signature Havoc Staff.

HEADS UP This Alcala-inspired head sculpt, which was first released with the Demo-Man figure, was also included with Ultimate Skeletor, along with, for the first time ever, a purple version of the Alcala-inspired Power Sword. The gray version of this sword was first released with He-Ro II.

HEADS WILL ROLL Ultimate Skeletor also came packaged with the Keldor head and cape. In total, Ultimate Skeletor collected parts from four different figure releases into one package.

COMPARISON TIME Note some subtle color differences between Ultimate Skeletor (*immediate right*) and original Skeletor (*far right*). More obvious differences included the use of the Whiplash forearms, the Kobra Khan boot tops, and the painted purple feet.



FAUX COMIC Each Ultimate figure came packaged with an art card resembling the cover of a mini-comic. New character bios were printed on the back of each card, as well as a section titled "The Classics Story Continues," further fleshing out the ongoing MOTUC storyline. Skeletor's "mini-comic" was titled "Evil Reawakened!"

TRIVIA

When Mattel handed the reigns of MOTUC over to Super7, the new company's first order of business was releasing a set of five "Ultimate" figures. Each of these previously-released figures came in brand new packaging and included a range of accessories and parts never before available in a single package. The Ultimate figures were not only a great way to re-launch the line under the Super7 banner, but also allowed fans a second shot at purchasing some core characters for their collection that had been off the market for some time.

The Ultimate Edition figures came in new packaging that paid homage to the vintage toyline packaging (below), and also featured original art on the back of each card (above).

Ultimate Edition

HE-MAN

Most Powerful Man in the Universe!

ACCESSORIES

BIO He-Man's superhuman strength is paralleled in equal measure by his kindness and courage. Although he is clad in barbarian garb from Preternian times, his extraordinary proficiency as a warrior is informed by his upbringing as Prince Adam. Unlike Cringer and Battle Cat, who are very distinct, a substantial portion of Adam's personality transferred into He-Man. Thus, He-Man retains Adam's boyish charm, friendly disposition, and wry sense of humor. He inherited his ancestor King Grayskull's battle prowess as well as his leadership skills, but He-Man embodies a great deal more than even King Grayskull himself did. For example, He-Man also inherited his ancestor He-Ro's wisdom and compassion, as well as some magical abilities that can be channeled via his sword. In addition to these traits, when He-Man invokes "the Power of Grayskull" – i.e. the power of creation itself mystically combined with the knowledge of the Elders - he gains unfathomable might and almost unlimited endurance, abilities his ancestors did not fully possess.

THE CLASSICS STORY CONTINUES Following the Third Ultimate Battleground, He-Man continued ruling Eternia alongside Teela, Dare, and She-Ra. During this time of rebuilding, King He-Man met new allies such as Andras and Lygon, as well as adversaries such as the gruesome Riders of Morc. Events on Eternia began coming full circle when a resurrected Keldor convinced King He-Man that Castle Grayskull's absence would cause devastating repercussions throughout the universe. Teela concurred with this assertion, as did the spirit of He-Ro, who finally revealed his true connection to He-Man and She-Ra, telling them that they must return their powers in order to restore Grayskull. Upon hearing this, they transformed back into Adam and Adora, respectively, sending the Power of Grayskull into the depths of the abyss where it was absorbed by the Starseed. King Adam then permitted Keldor to enact his plan. With assistance from Eternia's sorcerers, Keldor drained the energies from the Trollan Temple of Power and Central Tower, merging them with the residual essence of Castle Grayskull. Infused by the magic of the Starseed, Castle Grayskull was mystically reconstructed and reborn as the undisputed seat of power and mystery in the universe. Keldor wasted little time in betraying Adam and his allies by attempting to divert the Power of Grayskull into his own body. Seeing this, King Adam quickly transformed back into He-Man in the presence of the renewed Grayskull. To He-Man's surprise, his youth was restored as was his original battle harness. With the help of his Heroic Warriors, He-Man succeeded in defeating the traitorous Keldor.

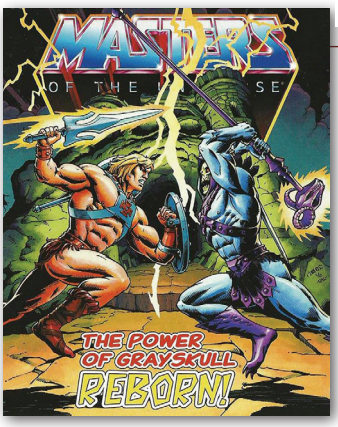
MOTUC #221 • AFFILIATION Heroic Warriors • SUBSCRIPTION N/A • PRICE $35 • ORIGINAL FIGURE RELEASE super7.com (August 2017) • RELEASE TYPE Carded Figure

WELL ARMED Like the original He-Man figure, the Ultimate version of He-Man came armed with the Power Sword, a half-sword, shield, and battle axe.

HEADS UP This Alcala-inspired head sculpt, which was first released with the Oo-Larr figure, was also included with Ultimate He-Man, along with the Alcala-inspired Power Sword, which was first released with He-Ro II.

HEADS WILL ROLL Ultimate He-Man came packaged sporting the head sculpt inspired by the vintage He-Man action figure. This alternate head sculpt had originally been released with the Oo-Larr figure. The original MOTUC He-Man head sculpt was also included in the package.

COMPARISON TIME Note some subtle color differences between Ultimate He-Man (*immediate right*) and original He-Man (*far right*). These differences are most obvious in the color of the figures' hair, bracers, and belt, as well as the gray used for the weapons and armor.



FAUX COMIC The art card included with Ultimate He-Man, which was made to resemble a pack-in mini-comic, was titled "The Power of Grayskull Reborn!" One imagines that this is what the cover of the mini-comic telling the story on the back of the card ("The classics story continues...") would have looked like.

TRIVIA

Every Ultimate figure showcased the same 13 figures on the back of their packaging: the five Ultimate figures (He-Man, Teela, Ram Man, Skeletor, and Faker), the four upcoming Collectors Choice figures (Hawke, Fangor, Lodar, and Quakke), and the four upcoming Club Grayskull figures (Man-At-Arms, Teela, Hordak, and Tri-Klops). The back of the cards also featured instructions on how to swap the figure's heads.

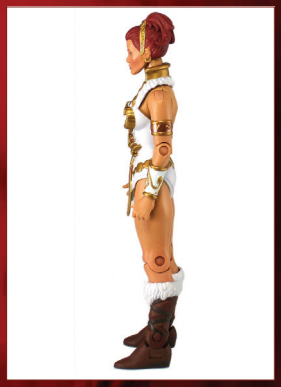
In total, Ultimate He-Man collected parts from three different figure releases into one package.

Shown above is the original artwork featured on the back of Ultimate He-Man's packaging.

Ultimate Edition

TEELA

Warrior Goddess!



ACCESSORIES

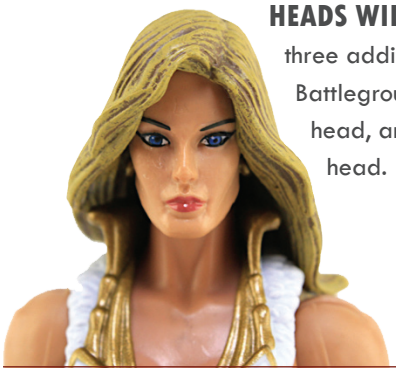
BIO A no-nonsense warrior trained by her adoptive father Man-At-Arms, Teela always pushed herself to be the most skilled and accomplished warrior in the Kingdom of Eternos. Knowing that she would always be judged against her father's accomplishments, Teela never failed to rise to a challenge. When King Randor named her his Captain of the Guard and assigned her to train his own callow son Prince Adam, few in the kingdom mistook her achievements for nepotism. Teela never knew her mother until the day the Sorceress of Grayskull revealed the truth to her, that she was born by magic when the evil Skeletor defiled ancient arts to steal the Sorceress's powers. When the Sorceress later suffered a fatal dose of King Hssss' venom, she trained Teela in the ways of magic to act as her replacement, a role that Teela initially rejected until Adam shared his secret identity as the heroic He-Man. Whether armed with her sword, or the mystic Staff of Ka, Teela is a true heroic warrior goddess.

THE CLASSICS STORY CONTINUES While her secret husband He-Man searched the cosmos for his missing sister She-Ra, Teela guarded Castle Grayskull as its Sorceress and raised their young son Prince Dare with the help of King Randor and Queen Marlena. Sensing that Dare might one day be called to protect Eternia as his father did, Teela used her Staff of Ka to summon the Goddess to help train the boy. Teela further formed a new Council of Elders including Orko, Master Sebrian, and other spellcasters to help protect Eternia from mystical threats such as the evil Enchantress and Shokoti. While Teela became Queen of Eternia when He-Man returned to inherit his father's crown, her role as guardian seemed to come to a sudden end when the Unnamed One used his formidable power to destroy Castle Grayskull. However, Teela retained her powers as Grayskull's magic could never be truly destroyed. Eventually she and her new Council of Elders were able to restore the Castle with the help of an unexpected ally: a resurrected Keldor!

MOTUC #222 • AFFILIATION Heroic Warriors • SUBSCRIPTION N/A • PRICE $35 • ORIGINAL FIGURE RELEASE super7.com (August 2017) • RELEASE TYPE Carded Figure

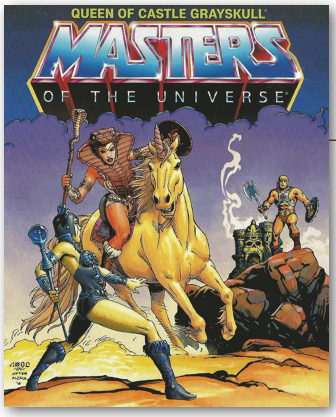
WELL ARMED Like the original Teela figure, the Ultimate version of Teela came armed with her sword, shield, and snake staff.

WARRIOR GODDESS Ultimate Teela also came with the original Teela's snake armor as well as the gold spear that originally shipped with the Goddess figure. This was the fourth time the snake armor had been released in MOTUC (including original Teela, Weapons Pak #2, and the Goddess).



HEADS WILL ROLL Ultimate Teela came with three additional head sculpts: the long-haired Battleground Teela head, the gold helmeted Teela head, and a blonde version of the original Teela head.

COMPARISON TIME Note some subtle color differences between Ultimate Teela (*immediate right*) and original Teela (*far right*). These differences were most obvious in the color of the figures' hair and boots.



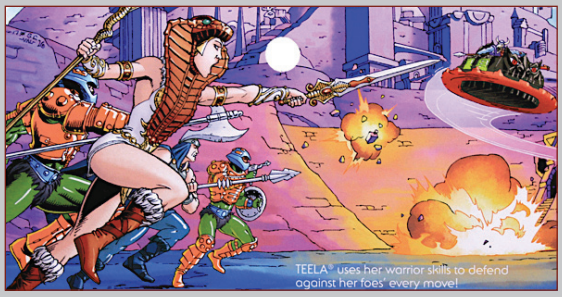
FAUX COMIC The art card included with Ultimate Teela, which was made to resemble a pack-in mini-comic, was titled "Queen of Castle Grayskull," and depicted Teela, astride a unicorn, in battle with Evil-Lyn as He-Man looked on with Castle Grayskull in the background.

TRIVIA

With the inclusion of four different head sculpts, Ultimate Teela tied with General Sundar for the most head sculpts included with a single figure in MOTUC.

Ultimate Teela did not ship with Zoar or Zoar's armor, unlike the original Teela figure, which included both. This was the only "Ultimate" figure to be missing pieces from the original figure's release.

In total, Ultimate Teela collected parts from three different figure releases into one package.



Shown above is the original artwork featured on the back of Ultimate Teela's packaging. This artwork featured the Roton and Skelcon as well as both the Filmation and 200x designs of the Palace Guards.

Ultimate Edition

RAM MAN

Heroic Human Battering Ram!

ACCESSORIES

BIO While Ram Man is not known for his intellect, he possesses a valiant heart and a fierce loyalty to his allies. Known as "Rammy" to his friends, he is well-loved by the Heroic Warriors. Because of his simpleminded demeanor, Ram Man is sometimes the target of villains seeking to take advantage of his abilities. Early on, Skeletor convinced Ram Man that He-Man was mocking him and told the "human battering ram" to attack Castle Grayskull in revenge. In another instance, Evil-Lyn disguised herself as a beautiful Siren and took control of Ram Man's mind. Fortunately, the hero eventually saw through these deceptions. Proudly wearing the enchanted armor of his ancestors, Ram Man can launch himself through most solid objects without suffering any harm, outside of the occasional headache. In his spare time, he enjoys fishing at the Sko River with Man-E-Faces.

THE CLASSICS STORY CONTINUES

When He-Man and She-Ra left for Primus, Ram Man continued serving Randor as one of Eternia's chief protectors, standing against threats posed by the likes of Draego-Man, Count Sneer, Lady Slither, and others. Along the way, Ram Man saved a teenage boy from an attack by the Three Terrors. The lad soon became Ram Man's shadow, "helping Rammy" whenever adventure called. Although Ram Man was initially resistant, he eventually took the boy on as a squire and asked the reclusive scientist Jodder to develop specialized "impact armor" for him. Ram Man trained his apprentice, who adopted his mentor's name when Ram Man retired to enjoy some well-deserved relaxation. During this time, he "accidentally" participated in an infamous tavern brawl involving Rotar and the boisterous Fisto. Some claim the fight happened over the affections of Lady Edwina, though the brawl's participants haven't confirmed this. A few years later, Battle Cat asked the original Ram Man to join a small band of warriors on a dangerous mission into Hyperspace. Donning his old orange tunic and his enchanted armor, Ram Man agreed to join Battle Cat and the others in their quest. While in Hyperspace, Ram Man was instrumental in defeating the fiendish wizard Satma, who planned to use the Creeping Horak against all of Eternia. The adventure in Hyperspace lasted only a few days, but when Ram Man and the others returned, they realized several years had passed on Eternia. They were shocked to learn about the Third Ultimate Battleground and the destruction and subsequent restoration of Castle Grayskull, though they were pleased to see that their friend He-Man was back on Eternia.

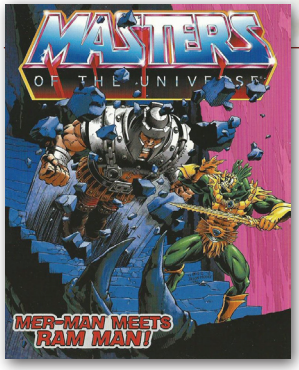
MOTUC #223 • AFFILIATION Heroic Warriors • SUBSCRIPTION N/A • PRICE $35 • ORIGINAL FIGURE RELEASE super7.com (August 2017) • RELEASE TYPE Carded Figure

ORANGE YOU GLAD Unlike the other four "Ultimate" figures, which were straight re-releases of existing figures combined with bonus accessories, Ram Man was a repaint. This version of the figure was painted to match his vintage cross sell art (*above*), including an orange tunic, red legs, and brown boots. The armor portions of the figure were also given a matte gray finish, vs. the original figure's shiny silver.

HEADS UP Ultimate Ram Man came with the same alternate, unhelmeted head as the original Ram Man figure.

WELL ARMED Ultimate Ram Man came with the same battle axe as the original Ram Man figure. The axe could be held in the figure's right hand or stored on his back.

COMPARISON TIME Note the color and finish differences between Ultimate Ram Man (*immediate right*) and original Ram Man (*far right*).



FAUX COMIC The art card included with Ultimate Ram Man, which was made to resemble a pack-in mini-comic, was titled "Mer-Man Meets Ram Man!"

TRIVIA

Ultimate Ram Man was the only Ultimate figure that did not include any accessories originally released with other figures.

While the original Ram Man was considered an "oversized" figure and was therefore priced higher than the other figures in the line, Ultimate Ram Man cost $35, the same price as the other four figures in the "Ultimates" wave.

Only 13 figures were released in MOTUC 2017. This was the smallest number released in a single year since the line was launched in 2008.

Shown above is the original artwork featured on the back of Ultimate Ram Man's packaging.

Ultimate Edition

FAKER

Evil Robot of Skeletor

ACCESSORIES

BIO The evil robot Faker was originally a decoy created by Man-At-Arms to help combat Skeletor while Prince Adam was a prisoner in Snake Mountain. Tri-Klops salvaged the robot's smashed remains and rebuilt him into a more formidable combatant, even giving him synthetic flesh. An amused Skeletor named him when, after being addressed as He-Man, he said simply "Not He-Man. Faker." After his first battle with He-Man, one of Evil-Lyn's spells with the Shaping Staff backfired and caused Faker's artificial skin to turn blue. Inspired by the mistake, Skeletor commanded Tri-Klops to make the change permanent and program Faker to trick the Eternian public into thinking He-Man was a Gar who betrayed and murdered King Randor, allowing Skeletor to briefly claim the Eternian throne. Faker would remain Skeletor's most devoted Evil Warrior even during the Second Ultimate Battleground. After Skeletor left Eternia to conquer the universe, a battle-damaged Faker abandoned Snake Mountain, stating that he no longer belonged there.

THE CLASSICS STORY CONTINUES Although created to dupe the Eternian public into thinking He-Man was a traitor, the robot Faker proved to be a much more formidable foe than a mere deception. During a battle with He-Man over Skeletor's Invisible Ray, which could transfer one's essence into another's body, some of He-Man's power was transferred into Faker's shell, making him self-aware and almost as strong as He-Man himself. Faker found himself trying to decipher the concept of emotions that were now part of his make-up. During his confusion, he briefly protected He-Man's son Prince Dare from assassins and seemingly sacrificed himself in the process. But driven by his evil programming, Faker purged all feelings that did not center around anger, making him more dangerous than ever. Faker later fought both He-Man and Anti-He-Man before being banished to Anti-Eternia. Hoping to return one day to his master Skeletor, Faker agreed to serve Anti-He-Man as his double agent, posing as an ally to the heroic rebel leader Keldor!

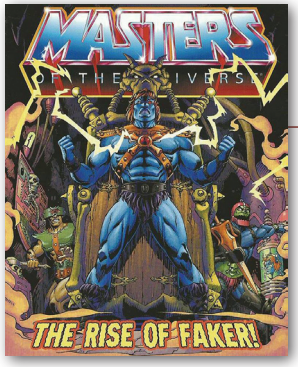
MOTUC #224 • AFFILIATION Evil Warriors • SUBSCRIPTION N/A • PRICE $35 • ORIGINAL FIGURE RELEASE super7.com (August 2017) • RELEASE TYPE Carded Figure

EN GUARDE Like the original Faker figure, the Ultimate version of Faker came armed with the Power Sword, as well as a half-sword, both in orange.

WELL ARMED He-Man's axe and shield, in orange, had first been released in Weapons Pak #2 (Great Wars Assortment) in 2010.

HEADS UP The battle damaged Faker head had first been included as a bonus accessory with Intergalactic Skeletor in 2014. The Alcala-inspired Power Sword, which was first released with He-Ro II in late 2015, was re-released here for the first time in orange.

HEADS WILL ROLL Ultimate Faker came packaged sporting a repainted He-Man head sculpt that had originally been released with the Oo-Larr figure, but was repainted here to resemble a vintage Faker head.



FAUX COMIC The art card included with Ultimate Faker, which was made to resemble a pack-in mini-comic, was titled "The Rise of Faker!" Both Tri-Klops and Trap Jaw could be seen in the illustration, seemingly responsible for the resurrection of the android.

TRIVIA

Compared to the original MOTUC Faker figure, Ultimate Edition Faker had brighter orange hair and armor, and a solid black belt and bracers where the original's were dark gray and silver. The straps on the boots of the Ultimate Faker were also a dark purple instead of black.

Because of the scarcity of the Battle Armor Faker / Bizarro 2-pack, which was released at Toys R Us in mid-2011, many fans wished that Ultimate Faker had come with orange Battle Armor pieces.

Shown above is the original artwork featured on the back of Ultimate Faker's packaging.

PRINCE ADAM

Heroic "Secret Identity" of He-Man

ACCESSORIES

BIO After Adam received the Power of Grayskull, he played up his reputation as an irresponsible young man. Although he had long since outgrown his early days as a reckless teenager, he maintained the persona of "the carousing Prince" in order to conceal his secret identity. In the eyes of others, Adam liked nothing more than revelry and the company of Eternos' most unruly young ladies. Adam spent time at the Dragon's Breath Inn*, lifting flagons of ale with hearty fellows and brawling with anyone who insulted his talking tiger, Cringer. Teela disdained this unseemly behavior, as did King Randor and his Prime Minister, Duke Tiberon. Upon witnessing Teela's growing revulsion and concern, Adam heeded Man-At-Arms' advice and "mended his ways." Much to his father's relief, Adam abandoned his rebellious garb and started wearing the royal maroon and purple clothing befitting a prince**. Although Adam's wild carousing was, for the most part, a pretense, his regular tardiness, hatred of royal paperwork, and fondness for afternoon naps were all quite genuine.

FROM PAGE TO PLASTIC This version of Prince Adam, which was offered as an exclusive at Power-Con in June of 2017, was based on his appearance in the some of the early MOTU DC Comics. In these early illustrations, Prince Adam was shown wearing a blue tunic with gold detailing at the shoulders as well as having bare arms and legs, unlike his more familiar maroon cloak with pink leggings and white sleeves Filmation cartoon design.

** The majority of this bio information came from the series of MOTU comics published by DC Comics in 1982. For instance, "Dragon's Breath Inn" and "lifting flagons of ale with hearty fellows" came from DC Comics Presents #47 (1982). ** This story development helped explain the difference in look between Prince Adam's blue vest phase and his more royal look.*

MOTUC #225A • AFFILIATION Heroic Warriors • SUBSCRIPTION N/A • PRICE $110 • ORIGINAL FIGURE RELEASE Power-Con (September 2017) • RELEASE TYPE Boxed 3-Pack

WELL ARMED Prince Adam came with the full version of the Power Sword (making its 22nd appearance in MOTUC), cast in a dark gray plastic with a black hilt.

TO THE NINES The vest was a re-use of the original Prince Adam's vest, only in blue and gold instead of maroon. This vest, however, had a slot for carrying the Power Sword, whereas the original did not.

A HEAD OF THE REST Prince Adam's head sculpt, which was based on the artwork of comic book artist Alfredo Alcala, was originally released with the Oo-Larr figure

QUITE THE PAIR Original MOTUC Prince Adam is shown here standing alongside the 3-pack Prince Adam.

TRIVIA

This version of Prince Adam was released in a 3-pack alongside the early mini-comic designs of Stratos and Trap-Jaw. Produced by Super7, it retailed for $110.

Since the original MOTUC Prince Adam figure had been released as an "accessory" to the Orko figure, he had not been previously given a proper bio. The release of the DC Comics version of Prince Adam finally allowed for the release of his official bio in MOTUC.

Aside the aforementioned vest and Oo-Larr head, this version of Prince Adam was made up entirely of the standard He-Man body, with the exception of the left bracer, which originated with Tri-Klops.

In spite of his huge prevalence in the mythos, Prince Adam was never given a single-carded release in Masters of the Universe Classics until the release of the "Laughing" Prince Adam figure at San Diego Comic-Con in 2018.

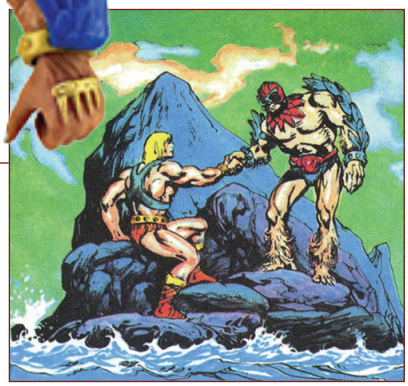
This Prince Adam figure's vest would be used again for the "Laughing" Prince Adam figure.

Due to a slight production snafu, many collectors found it quite easy to remove Prince Adam's hair from his head.

STRATOS

Heroic Leader of the Bird People

BIO In their adolescence, Stratos and Hawke watched helplessly as the Tycons, a race of humanoid insects, killed their parents and ravaged their village.* Infuriated, Stratos finally took up his father's Fire Ray and led groups of Bird People against the insect menace. Stratos' forces eventually overcame the Tycons, though many Bird People were left homeless. Undeterred, Stratos and Hawke went to the Mystic Mountains where they found the Golden Egg, a holy relic that brought fertility to the land of their ancestors. Stratos led his people into the mountains, and there, Avion was reborn with young Stratos named as its leader. Because of the trauma he'd endured, Stratos strongly distrusted outsiders, but at the urging of his older cousin Syracu, he gradually learned the value of cooperation, even assisting the barbarian Oo-Larr on occasion. Not long after, Prince Randor saved Stratos** from a Lizigator's jaws, which earned him the Avionian's eternal friendship. It took some years for Stratos' gray feathers to grow over his light-colored down,*** but with them, his wisdom grew as well.



ACCESSORIES

FROM PAGE TO PLASTIC This version of Stratos was based on his appearance in the some of the early vintage mini-comics, where he was at times illustrated with tan skin and blue wings.

** The first half of this bio came mainly from the MVCreations MOTU comics (2004), where a young Stratos and Hawke witness the decimation of their home and family and lead the fight against the evil Tycons. ** Prince Randor saving Stratos explained the basis of their alliance, as Stratos was identified as part of Randor's council in his 2009 Classics bio, and later became one of He-Man's chief allies. *** This section of the bio helped explain the change of Stratos from beige to the standard gray-colored version of the character.*

MOTUC #225B • AFFILIATION Heroic Warriors • SUBSCRIPTION N/A • PRICE $110
• ORIGINAL FIGURE RELEASE Power-Con (September 2017) • RELEASE TYPE Boxed 3-Pack

WELL ARMED Stratos came with the mini-comic version of the Staff of Avion, which was first released with Goat Man in 2014. While the staff released with Goat Man was mostly green with some gold accents, this re-release was almost entirely gold.

TRIVIA

Unlike the original MOTUC Stratos figure and its Toys R Us exclusive follow-up, this version of Stratos was given a gripping left hand (borrowed from Beast Man), finally allowing him to properly grip the Staff of Avion. This version of Stratos also sported toed feet (again borrowed from Beast Man) instead of the usual Stratos "sock" feet.

The wings on this Stratos figure could be rotated at the wrist, a feature that the original Stratos figure lacked.

Super7 opted to write a new bio for this version of Stratos rather than simply reusing the bio from the figure's original release. This new bio gave an explanation for Stratos' change in color.

TO THE NINES Unlike the Prince Adam figure (*see previous page*), which required no new tooling to produce, this version of Stratos was given an all-new red belt and feathered collar.

COMPARISON TIME > This mini-comic version of Stratos (*far right*) is shown here standing alongside the original MOTUC Stratos figure (*immediate right*).

EASTER EGG This artwork, created for the back of the figures' packaging, featured Trap Jaw, Prince Adam, and Stratos in battle. The mini-comic version of Tri-Klops could be seen in the background between Trap Jaw and Adam.

Not only was Stratos at times drawn with tan skin in the early mini-comics, he was also on one occasion shown to be, amusingly, an Evil Warrior.

Hawke, who is mentioned in Stratos' bio, would be released in MOTUC six month later in March of 2018.

The Filmation version of Stratos would be released in January of 2020. It was also one of the final figures ever released in either Club Grayskull or Masters of the Universe Classics.

TRAP JAW

Evil Cyborg Criminal with an "Iron Jaw"

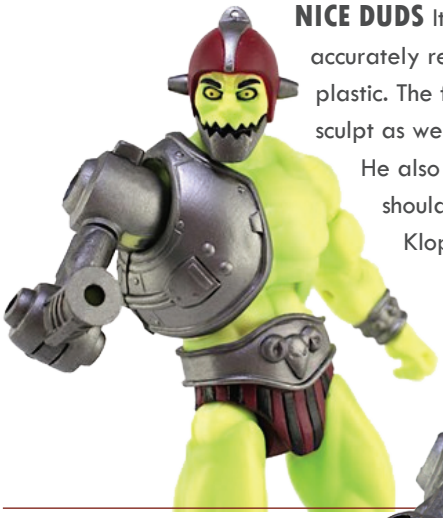
ACCESSORIES

BIO When Skeletor defeated Kronis,* his dark magic left the insane criminal broken and poisoned. Although Tri-Klops rebuilt Kronis into the loyal but menacing Trap Jaw, Skeletor's poison continued to ravage his body and over time turned his blue skin into a sickly green. During a battle with the Heroic Warriors, Trap Jaw escaped through a dimensional gateway to his native Infinita where peacekeepers once more tried to capture him for his criminal past. Trap Jaw lost much of his damaged body armor, and without Tri-Klops to maintain his cybernetics, his mechanical arm became little more than a primitive club. However, the strange workings of magic caused Trap Jaw to gain trans-dimensional entry into Castle Grayskull, allowing him to temporarily absorb much of the castle's powers.** When Trap Jaw returned to conquer Eternia for himself, Skeletor joined forces with He-Man to defeat him by severing his connection to the castle's power. Trap Jaw renewed his loyalty to Skeletor, but secretly he hungered for the power he had ever so briefly possessed.

FROM PAGE TO PLASTIC This version of Trap Jaw was based on his appearance in the vintage mini-comic "The Menace of Trap Jaw," where he was colored with green skin instead of his normal blue. He also sported bare legs, a unique helmet design, and wore different boots and shorts.

** Skeletor defeating and gravely injuring Kronis and then Tri-Klops rebuilding him into Trap Jaw came from Trap Jaw's MOTUC bio, which itself was inspired by the events in the MVCreations comic "Icons of Evil: Trap Jaw." ** Much of the plot in this bio (Trap Jaw crossing between dimensions, absorbing powers from Castle Grayskull, and his pursuit by alien authorities (peacekeepers) came from the vintage mini-comic "The Menace of Trap Jaw".*

MOTUC #225C • AFFILIATION Evil Warriors • SUBSCRIPTION N/A • PRICE $110
• ORIGINAL FIGURE RELEASE Power-Con (September 2017) • RELEASE TYPE Boxed 3-Pack



NICE DUDS It took more than just green skin to accurately replicate this version of Trap Jaw in plastic. The figure was also given a new head sculpt as well as a new belt and striped shorts. He also utilized the standard male left shoulder, bicep, hand, and legs with Tri-Klops' left bracer and He-Man's boots.

WELL ARMED No version of Trap Jaw is complete without his signature claw...

...hook...

...and gun attachments, all carried over from the original Trap Jaw figure, but cast this time in dark gray plastic instead of black.

COMPARISON TIME This mini-comic version of Trap Jaw (*left*) is shown here standing alongside the original MOTUC Trap Jaw figure (*far left*).

TRIVIA

Super7 opted to write a new bio for this version of Trap Jaw rather than simply reusing the bio from the figure's original release. This new bio gave an explanation for Trap Jaw's change in color.

This version of Trap Jaw did not have an articulated jaw, and there were no loops on his belt to store his attachments.

Perhaps not coincidentally, all three of Trap Jaw's attachments were included with the Terroar figure simultaneously released with this figure at Power-Con.

For some reason during production, the connection points for Trap Jaw's attachments were changed from the previous iterations of these pieces, and as a result, they were incompatible with previous MOTUC figures like the original Trap Jaw, Roboto, or Hurricane Hordak.

LORD GR'ASP

Venomous Viper with a Crushing Claw

ACCESSORIES

BIO One of the Unnamed One's elite generals, Lord Gr'Asp used his vile cunning to orchestrate his master's escape from the Nameless Dimension. He first made an alliance with Horde Prime and persuaded him to destroy the Kaydex Crystal, damaging the barrier that kept the Unnamed One trapped. With a legion of Horde-armored Snake Troopers at his command, Gr'Asp then convinced Hordak and King Hssss to join forces on Eternia. Gr'Asp and his warriors escaped defeat during the Second Ultimate Battleground, but later joined forces with Lady Slither to reconquer Eternia after the Unnamed One's demise. While Gr'Asp is a master of strategy, he prefers to lurk in the shadows and snatch unsuspecting victims in his Captor Claw rather than engage in a fair fight. While he claims to admire the stealth and skill of enemies like Slamurai and Zodak, he also viciously exploits the naïveté of younger opponents like Strobo and Prince Dare. Lord Gr'Asp hopes to resurrect both the Horde Empire and the Snake Men, but only to help him steal the knowledge of Grayskull for himself.

Lord Gr'Asp battles with a white Ninjor, a.k.a. Slamurai.

HUMBLE BEGINNINGS In the late 1980s, as sales of the Masters of the Universe toyline began to rapidly decline, Mattel brainstormed several ideas to try to keep the dying brand afloat. One such idea was to release a wave of figures comprised entirely of existing parts, which would save the company a large amount of money in tooling costs. Artwork was created for several new characters that would have comprised a seventh wave of figures, with plans for release in 1988. Ultimately, the line was cancelled before these figures were ever made. But three of these characters were finally immortalized in plastic when Super7 released Lord Gr'Asp, Terroar, and Plasmar as a 3-pack exclusively at Power-Con in September of 2017.

MOTUC #226A • AFFILIATION The Snake Men • SUBSCRIPTION N/A • PRICE $110 • ORIGINAL FIGURE RELEASE Power-Con (September 2017) • RELEASE TYPE Boxed 3-Pack

ALTERNATE VIEWS Aside from the aforementioned reused parts, Lord Gr'Asp also utilized the standard smooth male torso, shoulders, biceps, upper legs, and furry loincloth along with He-Man's boots and Skeletor's left glove.

SHIELD ME Lord Gr'Asp came armed with a repainted shield from the original King Hssss figure. And while some might pair the included snake staff with Gr'Asp as well, the vintage cardback art confirms that it actually belonged to Terroar.

DÉJÀ VU
Among Lord Gr'Asp's arsenal of reused figure parts were Sssqueeze's head, Scareglow's cape, and Clawful's right claw.

GALLERY

TRIVIA

The vintage concept art for Lord Gr'Asp depicted the character wearing a hood, but the MOTUC figure did not come with one.

When Super7 first revealed the Lord Gr'Asp prototype, his claw was entirely black. It was changed to yellow with black detailing for the final figure.

In addition to Terroar, Lord Gr'Asp, and Plasmar, the unreleased Wave 7 concept drawings also depicted Strobo (who was released in MOTUC in 2013 as a traveling convention exclusive), as well as Horde Troopers with Rattlor heads and an all-white version of the Ninjor figure. The latter two were released as the Snake Troopers / Slamurai three-pack at Power-Con in August of 2019.

Just like the MOTUC Clawful figure, Lord Gr'Asp's right claw was spring-loaded to snap shut.

Lord Gr'Asp's cape was made of a much softer/gummier plastic than Scareglow's.

The use of the Skeletor gloves was a deviation from the vintage concept art, which depicted Gr'Asp with completely smooth forearms.

The Snake Man logo on Lord Gr'Asp's chest was not present in any of his concept art.

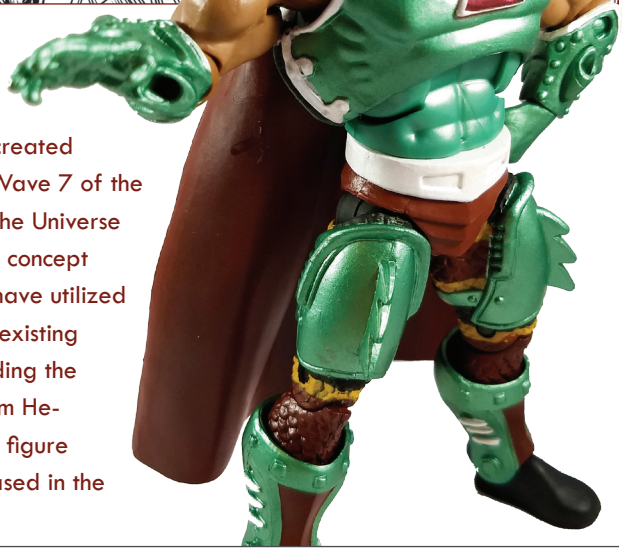
PLASMAR

Heroic Master of Plasma-Blast Power

ACCESSORIES

BIO In the Battle of Xarkoran, the warrior Plasmar saw his friends and family slain by the Snake Men allied with the Horde. Vengeful, he salvaged a magic crystal that Xarkoran's scientists had grown from a shard of the mystic Gem of Tamadge. Absorbing its powers, Plasmar gained the ability to control Plasma-Blast energy and generate weapons from thin air! He then hunted the Snake Men exclusively, battling many of their deadliest warriors and even wearing their hides as a trophy until his old friend Clamp Champ later recruited him to help defend Eternos. Because Plasmar could create and master an arsenal of weapons based on those he'd seen in battle like the Horde's crossbows and Rio Blast's cyber guns, he gained the nickname "Hot Shot." Even while serving the banner of King He-Man, Plasmar fought the evil Camo Khan, who had survived the Spell of Separation thanks to Skeletor's sorcery. The two warriors hunted each other for years in the depths of Subternia, eventually rejoining the conflict on Eternia's surface.

ORIGINS Like Lord Gr'Asp, Plasmar was one of the concept characters created for the unreleased Wave 7 of the vintage Masters of the Universe toyline. Based on his concept art, Plasmar would have utilized pieces from several existing MOTU figures, including the armor and cape from He-Ro, another planned figure that was never released in the vintage line.



MOTUC #226B • AFFILIATION Heroic Warriors **• SUBSCRIPTION** N/A **• PRICE** $110
• ORIGINAL FIGURE RELEASE Power-Con (September 2017) **• RELEASE TYPE** Boxed 3-Pack

GUNS OUT Plasmar utilized Rio Blast's forearms and right hand as well as his forearm guns, which were cast in translucent red plastic and slid into the openings under his wrists.

DON'T CROSS ME Plasmar also came armed with Hordak's crossbow, cast in the same translucent red plastic as his forearm guns.

DÉJÀ VU In addition to the aforementioned He-Ro, Rio-Blast, and Hordak parts, Plasmar utilized Fisto's head, the standard male torso, shoulders, and biceps, and Sssqueeze's shorts, legs, and feet.

ALTERNATE VIEWS Plasmar's cape and armor, which were all one piece, were removable.

HIDDEN WARRIOR This artwork, created for the back of the figures' packaging, featured Terroar, Lord Gr'Asp, and Plasmar in battle. A white version of Ninjor (a.k.a., Slamurai, another character from the vintage unreleased Wave 7), could be seen in the background behind Terroar.

TRIVIA

When Super7 first revealed the prototypes for this Power-Con 3-pack, Plasmar was named "Hot Shot." While his name was changed before final production, a reference to the nickname "Hot Shot" remained in his bio.

The prototype for the MOTUC Plasmar figure was wearing repainted He-Ro armor. The prominent "H" on the armor would have made sense when the character was still being referred to as "Hot Shot," but in the end Super7 opted to use repainted Sir Laser-Lot armor for the final figure.

When the Plasmar prototype was revealed, there was a mystery surrounding the fact that a human character was sporting Snake Men legs. An interesting explanation for this fact was given in the figure's bio.

None of the 2017 Power-Con figures had holes in their feet for use with figure stands, an oversight that Super7 rectified in subsequent figures.

TERROAR

Evil Snake Man Creature with a Sinister Shriek

ACCESSORIES

BIO Long ago, Terroar was exiled from Melodian, a dimension of sound inhabited by formless beings. Though Melodian's denizens were but whispers, Terroar manifested himself as a violent roar that maimed others of his kind. Branded as a dangerous criminal, Terroar was cryosonically frozen and sent hurtling through inter-dimensional space. His craft crashed in Eternia's Ice Mountains, where Terroar remained inert for millennia. Freed during a skirmish between the Horde, the Evil Warriors, and the Snake Men, Terroar systematically assimilated the physical characteristics of several warriors,* taking on a macabre combination of their features. The three factions agreed to hunt the alien, but when they cornered him, he unleashed a devastating roar that brought all to their knees. Fascinated, King Hssss prevented Quick Flick from felling Terroar with an arrow, allowing him to escape. Later, Lord Gr'Asp sought Terroar in the Ice Valley of Death. Remembering Hssss' "kindness," the alien willingly joined the ever-growing forces of the Snake Men and became their secret weapon in battle until the brave trio of Plasmar, Slamurai, and Strobo discovered that Terroar could not withstand prolonged exposure to light.

ORIGINS Just like Lord Gr'Asp and Plasmar, Terroar was one of the concept characters created for the unreleased Wave 7 of the vintage Masters of the Universe toyline. In the artwork above, Terroar is seen in battle against an all-white version of Ninjor. This character was later revealed to be Slamurai, who was mentioned in Terroar's bio.

**Terroar's ability to assimilate the appearances of other warriors explains his strange resemblance to several warriors. Additionally, much of his bio was inspired the 1982 horror movie* The Thing, *directed by John Carpenter.*

MOTUC #226C • AFFILIATION The Snake Men • SUBSCRIPTION N/A • PRICE $110 • ORIGINAL FIGURE RELEASE Power-Con (September 2017) • RELEASE TYPE Boxed 3-Pack

HEADS UP Terroar came with a purple version of Rattlor's extended neck. Included with the figure was a set of instructions on how to use a hair dryer to heat up the head and neck for easier removal and attachment of these parts.

WELL STAFFED Terroar's final accessory was a dark gray version of the original King Hssss staff. This was the sixth time this snake staff had been issued in MOTUC. While it's difficult to tell from the packaging just who the staff belonged to, Terroar's concept art confirmed that it was his.

TRIVIA

When Super7 first revealed the prototypes for the Power-Con 3-pack, Terroar was named "Hor-Roar." His name was changed before final production.

Even though they shared the same tail sculpt, Terroar's tail did not rattle like Rattlor's.

Unlike Trap Jaw, Terroar's right arm was not removable.

For some reason during production, the connection points for Terroar's attachments were changed from the previous iterations of these pieces, and as a result, they were incompatible with previous MOTUC figures like the original Trap Jaw, Roboto, or Hurricane Hordak.

The prototype for Terroar featured black detailing on his right hand and forearm that was missing from the final figure.

WELL ARMED Terroar got his right arm from Trap Jaw, and came complete with Trap Jaw's gun, hook, and claw attachments.

HEADS OR TAILS Terroar got his tail, torso, left shoulder, left bicep, left arm, left hand, and furry loincloth from Rattlor and his boots from Mosquitor. He also utilized the standard male upper legs.

GALLERY

Club Grayskull

HORDAK

ACCESSORIES

BIO Under the watchful eye of Horde Prime, Hordak rose through the ranks of the Evil Horde. He favored science over sorcery, and soon gained the ability to transform his physical form into a plethora of offensive weaponry. Despite failing to overthrow Eternia, Hordak effortlessly conquered the planet of Etheria. But the appearance of She-Ra has seen Hordak's dominance of the planet stall. Yet, with an endless army at his disposal, Hordak believes it is only a matter of time before even the Princess of Power bows to him.

CARTOON CORNER This version of Hordak was based on probably his most well-known appearance: his design in the Filmation *She-Ra: Princess of Power* animated series which ran from 1985-1987. While five different Hordak figures had been previously released in MOTUC, this was the first one to properly capture his animated design, and also the first Hordak figure to not utilize the head sculpt from the original Hordak released in 2009.

BLAST OFF Hordak came with an arm canon to represent his transformation powers, which were prominently displayed in the opening credits of the *She-Ra* cartoon. The canon could take the place of either his left or right arm.

MOTUC #227 • AFFILIATION The Evil Horde • SUBSCRIPTION N/A • PRICE $35
ORIGINAL FIGURE RELEASE Super7.com (March 2018) • RELEASE TYPE Boxed Figure

SIDEKICK This Imp figure was a re-release of the pack-in figure included with the repainted Hordak that was released as an exclusive at San Diego Comic-Con in 2014. While the two figures shared the same mold, this version of Imp was slightly repainted (with improvements made to the eyes in particular), and while it retained the original's neck articulation, it lacked arm articulation.

TREASURE CHEST Imp as a treasure chest was a bonus accessory given to attendees of SDCC 2014 who purchased the exclusive Hordak figure. The lid of the Imp treasure chest included with Club Grayskull Hordak did not open, unlike the SDCC version, which had a hinged lid.

COMPARISON TIME

Club Grayskull Hordak (*immediate right*) is shown here beside the Filmation-repaint Hordak (*far right*) that had been released alongside Imp as an exclusive at SDCC in 2014.

GALLERY

TRIVIA

The four figures in Super7's first wave of Club Grayskull figures were put up for pre-order in May of 2017. They finally began shipping to collectors in March of 2018.

While the 2014 SDCC exclusive Hordak had a color scheme and robotic alternate arm inspired by his animated design, fans of this version of the character were quick to point out that by simply repainting the existing Hordak figure, the design of his face, cowl, and several other aspects of his sculpting were completely off-model, leaving many collectors disappointed, which led to the demand for a "true" Filmation Hordak in the Club Grayskull line.

The back of the figure's box featured an illustration of Hordak standing in front of the Fright Zone.

Club Grayskull

MAN-AT-ARMS

ACCESSORIES

BIO Duncan, more commonly known as Man-At-Arms, is at the forefront of the defenses of the kingdom of Eternos, providing a wealth of highly-advanced devices and vehicles for use in defending Eternia. He is a loyal servant to King Randor and Queen Marlena, mentor and confidant to Prince Adam, and the adoptive father of Teela, the daughter of the Sorceress. With his intelligence, incredible mechanical skill, and fatherly guidance, Man-At-Arms is one of the most valuable and beloved members of the Heroic Warriors.

CARTOON CORNER This was the fourth Man-At-Arms figure to be released in Masters of the Universe Classics, following the original figure (2009), Snake Man-At-Arms (2012), and the 200x-designed Man-At-Arms figure that came with the Battle Ram (2014). This version of the character was based on his appearance in the Filmation *He-Man and the Masters of the Universe* animated series.

MOTUC #228 • AFFILIATION The Heroic Warriors **• SUBSCRIPTION** N/A **• PRICE** $35
ORIGINAL FIGURE RELEASE Super7.com (March 2018) **• RELEASE TYPE** Boxed Figure

WELL ARMED Included with Man-At-Arms was the animated version of his orange mace. Even though this is his signature weapon, dating all the way back to his original action figure, he only appeared with it once in the animated series.

GUNS OUT Man-At-Arms' second accessory was the Stasis Ray, which was a weapon he invented and used in the Filmation episode "The Dragon Invasion," which aired as part of the first season of the *He-Man and the Masters of the Universe* cartoon in 1983.

BLAST OFF The figure's third accessory was a blast effect, which was made from translucent yellow plastic and plugged into the figure's right or left forearm armor. Man-At-Arms famously displayed this effect in the opening credits to the Filmation cartoon.

COMPARISON TIME Club Grayskull Man-At-Arms stands between the 200x Man-At-Arms (*above, left*) and original Man-At-Arms with the Snake Man-At-Arms head (*above, right*).

TRIVIA

The armor on the arms of this version of Man-At-Arms was part of the sculpt and was not removable.

Man-At-Arms used the torso, hands, shorts, and upper legs of the Club Grayskull He-Man figure, along with the Club Grayskull Skeletor boots. All other pieces were newly sculpted.

The back of the figure's box featured an illustration of Man-At-Arms standing in front of Castle Grayskull. Man-At-Arms' bio, just like the other three figures in this wave of Club Grayskull, was written by James Eatock, who also wrote the book He-Man and She-Ra: A Complete Guide to the Classic Animated Adventures.

Club Grayskull

TEELA

ACCESSORIES

BIO Under the care of her adoptive father Man-At-Arms, Teela, the daughter of the Sorceress, has grown into a strong-willed individual and is regarded as one of the best warriors in the kingdom. As Captain of the Guard, Teela commands the military of Eternos, and the flame-haired warrior would gladly lay down her life in defense of her King and Queen. Teela's ongoing fight against the forces of evil helps to prepare the young woman for her destiny of becoming the next Sorceress of Castle Grayskull.

CARTOON CORNER This was the fifth Teela figure to be released in Masters of the Universe Classics, following the original figure (2009), Battleground Teela (2011), the version that shipped with Point Dread & Talon Fighter (2015), and Ultimate Teela (2017). This version of the character was based on her appearance in the Filmation *He-Man and the Masters of the Universe* animated series.

WELL ARMED Teela's sword was a repainted version of the sword that came with the earlier "Point Dread" Teela. It was based on a sword the character used in the Filmation cartoon series.

GALLERY

MOTUC #229 • AFFILIATION The Heroic Warriors • SUBSCRIPTION N/A • PRICE $35
ORIGINAL FIGURE RELEASE Super7.com (March 2018) • RELEASE TYPE Boxed Figure

SHIELD ME This shield appeared to be a direct re-release of the shield that came with "Point Dread" Teela. Like her sword, it was based on a weapon the character used in the Filmation cartoon series.

TRIVIA

Teela had a swivel joint at the chest instead of the waist, which was a first for a female figure in MOTUC.

As the first female figure produced by Super7 in the Club Grayskull line, Teela was comprised entirely of new parts.

COMPARISON TIME

The version of Teela that shipped with Point Dread and Talon Fighter in 2015 (*far left*), commonly referred to as "Point Dread Teela," was clearly based after the character's design in the 1980s Filmation cartoon. Collectors were quick to notice the figure's many shortcomings, especially her less-than-beautiful face sculpt. As such, the demand for a "true" Filmation Teela remained, leading to the release of this Club Grayskull Teela.

WORK OF ART

The back of the figure's box featured an illustration of Teela standing in front of Castle Grayskull, with a newly-written bio at the bottom.

TAKE TWO Club Grayskull Teela (*far right*) is shown here standing beside the original MOTUC Teela figure (*right*).

Club Grayskull

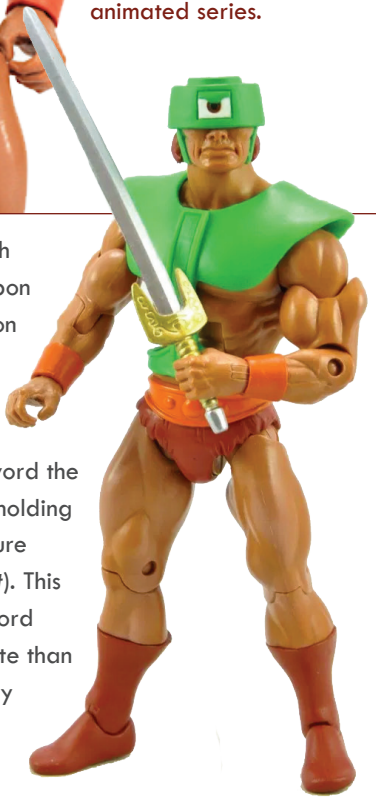
TRI-KLOPS

ACCESSORIES

BIO Tri-Klops is one of the more subdued members of the Evil Warriors of Skeletor. Cunning and quiet, the three-eyed villain understands his master's immense power and will often carry out his mission without question. On occasion, Tri-Klops has sought association with Evil-Lyn, specifically during her attempts to usurp the rule of the Evil Lord of Destruction. Although Tri-Klops possesses great strength, his rotating visor secures his position and worth thanks to each individual eye granting him unique visual abilities.

CARTOON CORNER The fourth and final figure in Wave One of Super7's Club Grayskull line was Tri-Klops. Unlike Hordak, Man-At-Arms, and Teela, all of whom had multiple figures released in MOTUC, this was only the second Tri-Klops figure in the line. This version of the character was based on his appearance in the Filmation *He-Man and the Masters of the Universe* animated series.

WELL ARMED The sword included with Tri-Klops was not based on any weapon he used in the Filmation cartoon, but was instead designed to look like the sword the character was holding in his vintage figure cardback art (*left*). This version of the sword was more accurate than the one previously released in Weapons Pak #1 (Ultimate Battleground Assortment) in 2010.



MOTUC #230 • AFFILIATION Evil Warriors • SUBSCRIPTION N/A • PRICE $35
ORIGINAL FIGURE RELEASE Super7.com (March 2018) • RELEASE TYPE Boxed Figure

THE EYES HAVE IT Tri-Klops' visor was designed to rotate, revealing his square, triangle, or circle eye. Unfortunately, due to an error on production, the visor was stuck in place. A corrected head, with a free-spinning visor, was shipped to customers in September of 2018.

GUNS OUT Tri-Klops' gun was based on a weapon the character used in "Eye of the Beholder," which was the 55th episode of the Filmation cartoon series' first season.

COMPARISON TIME Club Grayskull Tri-Klops (*above, right*) stands alongside the original MOTUC Tri-Klops figure (*above, left*), released in August of 2009.

GALLERY

TRIVIA

Tri-Klops' chest armor was not removable.

From the neck down, this figure was comprised entirely of Club Grayskull He-Man parts plus a new, skinnier torso. This meant that Tri-Klops had the same hinge-and-swivel wrists that He-Man had.

The back of the figure's box featured an illustration of Tri-Klops standing in front of Snake Mountain. Interestingly, the color of the character's armor in the illustration was more cartoon-accurate than the figure itself.

It would be six full months before the next full wave of Club Grayskull figures was released.

FANG-OR

Freakishly-Fanged Snake Men Warrior

BIO A vicious member of the Snake Men who could regrow his massive fangs after projecting them like knives in battle, Fang-Or first beheld the glory and power of technology in an early battle with the Horde Empire. On Eternia, he volunteered to assist the transformed Snake Man-At-Arms so he could learn how to build more advanced weaponry and vehicles like the Rattle Trap for the Viper Lord King Hssss. Quickly becoming a mechanical expert, Fang-Or was able to access the technology of the Cosmic Key from Gwildor, allowing him and several of the Snake Men to survive the Second Ultimate Battleground by journeying to Trolla where they became vassals of Lady Slither, another of the Viper Lords of the Unnamed One. Later, Fang-Or mobilized Lady Slither's Snake Lair to help them escape capture on Trolla when He-Man defeated the Revenge Squad. After years adrift between dimensions, the Lair settled on Eternia where they set out to use sorcery and science to reverse the Spell of Separation and restore the Snake Men after the Unnamed One's demise.

ACCESSORIES

FROM PAGE TO PLASTIC Fang-Or made his debut appearance in the 2012 mini-comic "The Powers of Grayskull Part Three: Battle for the Fate of the Universe!", which shipped with the Dragon Blaster Skeletor figure.

HEADS UP True to his name, Fang-Or's alternate head depicted the character with his fangs extended.

WELL ARMED Fang-Or also came armed with a sword for those times when King Hssss let him out of the garage.

MOTUC #231 • AFFILIATION The Snake Men • SUBSCRIPTION N/A • PRICE $35 • ORIGINAL FIGURE RELEASE Super7.com (March 2018) • RELEASE TYPE Carded Figure

SAY HELLO TO MY LITTLE FRIEND Fang-Or's final accessory was this winged serpent, which was sculpted to fit across his shoulders.

WHAT A TOOL Like a true mechanic, Fang-Or came with a wrench, hammer, and screwdriver, all of them snake-themed. The wrench and hammer both sported snake heads, and the handle of the screwdriver was a rattlesnake's rattle.

GALLERY

TRIVIA

The four figures in Super7's first wave of Collectors Choice figures — Fang-Or, Hawke, Lodar, and Quakke — were put up for pre-order in May of 2017. They began shipping to collectors in March of 2018.

Fang-Or was the first character completely original to the Masters of the Universe Classics mini-comics to be given its own action figure.

Fang-Or utilized the shoulders, biceps, torso, and upper legs of the original King Hssss figure, He-Ro's boot tops, and Skeletor's feet. His head(s), forearms, hands, and shorts were new.

The name and official bio for Ssssylph (Fang-Or's bat/snake "friend") was revealed on He-Man.org on July 22, 2019 (see page 589).

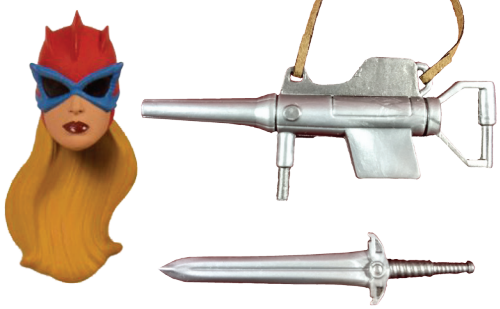
All four of the first wave of Super7's Collectors Choice figures had cardbacks that showcased Fang-Or, Hawke, Lodar, Quake, and the Club Grayskull figures Hordak, Man-At-Arms, Teela, and Tri-Klops, as well as a new illustration of the featured character.

HAWKE
Heroic Feathered Fighter

BIO Stern and brave, Hawke was the sister of Stratos and served as his second-in-command. Like other Avionians, Hawke could fly and had wings which grew from her forearms. Seeing Avion as a strategic source of power, Skeletor sent Evil-Lyn there and ordered her to disguise herself as an injured Avionian. When Hawke attempted to help her, Evil-Lyn hypnotized the noble warrior. Under Evil-Lyn's influence, Hawke sabotaged Avion's defenses and framed her brother and his wife Delora for the deed. Disaster was averted when Hawke broke free from Evil-Lyn's spell, but many distrusted her following the incident. After Stratos' death, Avion refused to name Hawke as its leader and chose Avionian General Tufos instead. Unbeknownst to all, Tufos was secretly in league with the fanatical Order of Damon and planned to offer Avion's sacred Golden Egg in tribute. When Hawke exposed his plan, Tufos was banished and Hawke was finally selected to lead Avion. She did so for several years until the Reawakening returned Stratos and many others to the land of the living. Hawke stepped down to seek adventure outside Avion, returning regularly to fight alongside her brother.

CARTOON CORNER Hawke made her first and only cartoon appearance in "Betrayal of Stratos," a second-season episode of the Filmation *He-Man and the Masters of the Universe* cartoon. Plot points from this episode were included in the figure's bio, although several key details were changed. Nowhere in the episode was it indicated that Hawke was Stratos' sister; only when Hawke was reintroduced in the 200x reboot cartoon series did the two characters become siblings.

ACCESSORIES



GALLERY

MOTUC #232 • AFFILIATION None • SUBSCRIPTION N/A • PRICE $35
ORIGINAL FIGURE RELEASE Super7.com (March 2018) • RELEASE TYPE Carded Figure

DUAL IDENTITY The alternate head included with Hawke transformed the figure into the Avionian named Delora, who was introduced in the episode "The Monster Within," which actually aired prior to Hawke's episode. Aside from their hair color, Delora and Hawke looked identical, and both characters made only one Filmation cartoon appearance. Unlike Hawke, Delora's episode clearly established her as Stratos' sister. Adding to the Hawke/Delora confusion was the fact that the vintage mini-comic "Siege of Avion," which predated the Filmation cartoon series, introduced a character named Delora who was not only Stratos' wife, but was also a human.

IT'S A GAS > Several Avionians fired this "smoke screen gun" in the Filmation episode "Betrayal of Stratos," although Hawke herself was never shown using it.

WELL ARMED Hawke's sword may have been based on the design of the blade carried by Hawke in the 200x MYP MOTU cartoon.

DELORA

Heroic Wife of Stratos

Originally a healer from the village of Colmay, Delora met and fell in love with the winged warrior lord Stratos when he saved her home from attacking Torgs. Stratos returned her affections, and eventually the two married in Avion. Self-conscious because of her inability to fly on her own, Delora still strove to protect Avion when Skeletor and his army of monstrous Ilkorts stole the Emerald Staff of Avion, thus trapping the Avionian people in their mountain city. Delora retrieved the staff from him in battle but was gravely injured by Skeletor's diabolical ally Haramesh. To heal her, Stratos and Hawke took her before the golden Egg of Avion, but the magic of the Egg and the Staff combined to both heal her wounds and also give her the Avionians' power of flight. Fiercely loyal, Delora helped her "wing sister" Hawke save Avion from the tyrannical Tufos after Stratos fell in the Ultimate Battleground. Delora was also the mother of Stratos' son Atmoss, whom she raised alone until Stratos returned to her in the Reawakening.

TRIVIA

An error in production caused this figure's head to sit too low on her neck (*see packaged picture below*). This issue has been corrected in the pictures used on these pages.

This was the first time in MOTUC that an alternate head was included with a figure in order to transform it into a completely different character.

Like Club Grayskull Teela, Hawke sported a twist at the chest instead of the waist. In fact, the figure appeared to share many parts with the CG Teela figure.

The faux-leather strap on the smoke screen gun allowed the figure to carry it on her back. This was only the second use of "soft goods" in MOTUC, the first being Eternos Palace King Randor's necklace.

The official bio for Delora ("Heroic Wife of Stratos") was revealed on He-Man.org on October 8, 2018.

LODAR

Evil Master of Celestial Magic

ACCESSORIES

BIO Lodar was a battle-scarred gladiator in the Preternian slave city of Targa when he stole magic from a sympathetic Zodac, forever gaining the ability to draw power from the sun and moons of Eternia. Nearly invincible, Lodar soon conquered Targa, intending to free its slaves, but power quickly corrupted him. He amused himself by creating the hideous but devoted Kobold warriors and pitting his subjects against them in the arena where he once fought. During the Great Wars, a disappointed Zodac helped King Grayskull liberate Targa and trap Lodar with his Kobolds in the catacombs beneath the city. With Lodar's remaining power, they endured motionless for thousands of years until Queen Balina and her wizard Draca freed them, exposing Lodar again to the Eternian sun. In return he helped them usurp the Targan throne from Balina's step-daughter Princess Rana, turning Targa once more into a slave city. Eventually Rana sought out He-Man, who fought Lodar's warriors in the arena before persuading them to join forces and overthrow Balina, driving Lodar back into the catacombs.

FROM PAGE TO PLASTIC

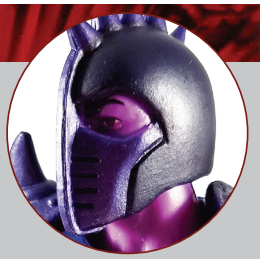
Lodar made his first and only appearance in the vintage mini-comic "Slave City!" in 1984, where he served as the story's main villain, having taken over the city of Targa with his army of Kobolds and enslaving the population.

SAME AS Lodar utilized the standard smooth male torso, shoulders, left bicep, and upper legs, along with Demo-Man's calves and Club Grayskull He-Man's hands. His head, right bicep, shorts and feet appeared to be newly sculpted. By using Club Grayskull He-Man's hands, Lodar had hinge-and-swivel wrists, a point of articulation that most MOTUC figures lacked.

MOTUC #233 • AFFILIATION None • SUBSCRIPTION N/A • PRICE $35
• ORIGINAL FIGURE RELEASE Super7.com (March 2018) • RELEASE TYPE Carded Figure

BREAK THE CHAIN Lodar's shackles and chains accessory was based on the shackles used on He-Man in the "Slave City!" mini-comic.

TRIVIA



Lodar's armor, which was thinner and softer than the armor of previous MOTUC figures, was not removable.

In the "Slave City!" mini-comic, Lodar was originally going to be named "Zodak." By the time the comic's author discovered that there was already a character in MOTU named "Zodac," the comic needed to go to print, so it was quickly altered by changing Z to L and K to R, effectively renaming the character "Lodar."

This mini-comic was an adaptation of an episode of "A Tale of Two Cities," the 31st episode of the Filmation MOTU cartoon.

< RUNNING MATE One nice detail that was easy to miss was the spikes on the bottom of the figure's feet.

TASTE THE MACE Lodar's mace was based on the weapon the character used in the "Slave City!" mini-comic.

GALLERY

QUAKKE

Evil Meteor Smashing Mutant

ACCESSORIES

BIO The gruff Mutant Quakke was greatly feared for his Grabatron Meteormace, a remarkable weapon he constructed using a strange meteor fragment that he discovered in the Regula Mountain Range of Denebria. When smashed against the ground, the Meteormace caused effects which varied from small tremors to devastating, localized earthquakes. Quakke served Flogg as the chief Helmsman aboard the Mutant Mothership, and although he was surly in demeanor, he often found immense humor in the dim-wittedness of his comrade Butthead. Quakke was initially mistrustful of Skeletor upon the mage's arrival on Denebria and tried to undermine Skeletor's authority by presenting him with the uncontrollable creature Grr as a pet. Skeletor instantly tamed the feral beast, which cowered in its new master's presence. After witnessing this, Quakke realized it was in his best interest to respect Skeletor's power. During the Battle of Fetra IV, Quakke saw that defeat was imminent and joined the Mutant Crystoll in his escape pod. The two eventually landed on the planet Etheria where they failed on a misguided attempt to seize the Crystal Castle.

VINTAGE VAULT The vintage Quakke figure was released as part of the "He-Man" toyline's third wave in 1991. A lever on the figure's back made him hoist his mace high; releasing it made him slam it down, breaking the meteor in two pieces on the ground.

UPDATE The MOTUC Quakke was a very faithful update of the original figure while also bringing him into the MOTUC aesthetic. Much attention was paid to the original figure's many dents, details, and colors, all the way down to the seismogram display on his chest.

MOTUC #234 • AFFILIATION The Space Mutants **• SUBSCRIPTION** N/A **• PRICE** $35
• ORIGINAL FIGURE RELEASE Super7.com (March 2018) **• RELEASE TYPE** Carded Figure

TASTE THE MACE > Quakke's "Grabatron Meteormace" was a nicely updated version of the vintage accessory. Quakke's hands were sculpted to hold the staff portion of the accessory, with his left hand toward the top and his right toward the bottom.

PIECES Like the vintage version of the Grabatron Meteormace, the meteor portion of the accessory was a separate piece. Three divots in the meteor piece allowed it to be gripped by the end of the staff.

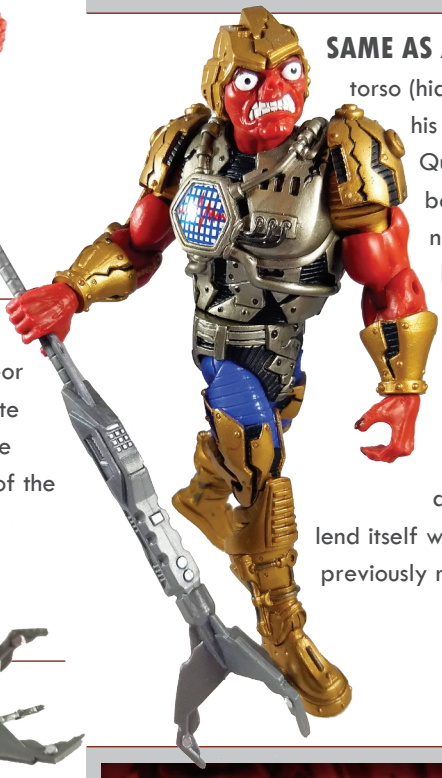
BALL BUSTER Quakke's meteor could be split into two pieces, revealing detailed circuitry inside. The two pieces were held together with simple friction and were easy to pop apart.

TRIVIA

Quakke's armor was not removable.

Quakke and Tuskador were the only MOTUC figures from the third wave of the "He-Man" toyline.

SAME AS Aside from his torso (hidden underneath his armor) and biceps, Quakke appeared to be made entirely of newly-sculpted parts. He ended up being one of the most heavily detailed and assymetrical figures in the entire MOTUC line, and his unique design certainly didn't lend itself well to parts reuse from previously released figures.



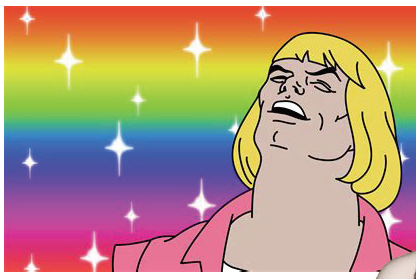
GALLERY

Club Grayskull

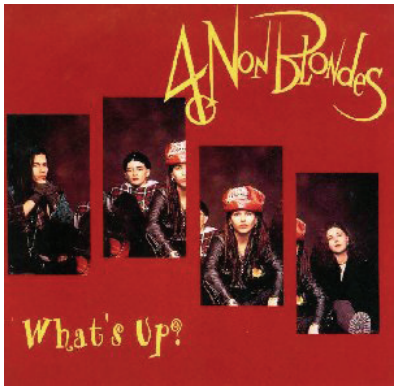
PRINCE ADAM

Laughing "Secret Identity" of He-Man

ACCESSORIES



STRANGE BEGINNINGS In 2005, a group of animators known as "Slackcircus" created a video called "Fabulous Secret Powers," featuring animation from the Filmation *Masters of the Universe* cartoon set to a cover of the 4 Non Blondes hit song "What's Up?". The video went on to become an internet meme, with an edited version of the animation garnering over 145 million views on YouTube as of December 2018. The video made abundant use of the familiar stock footage of Prince Adam/He-Man throwing back his head and laughing. Super7 paid homage to this viral video by releasing a special "laughing" Prince Adam figure as an exclusive at San Diego Comic-Con in the summer of 2018.



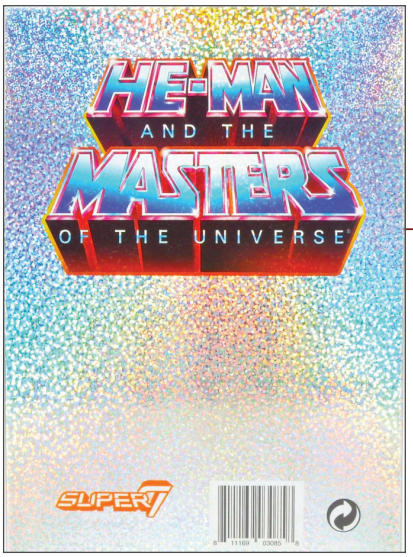
WHAT'S GOING ON?! "What's Up?" was a single from American rock group 4 Non Blondes' 1992 debut album, *Bigger, Better, Faster, More!* It was released as the album's second single in 1993, becoming a hit in the United States and in several European countries. It was the biggest hit of the group's short-lived career.

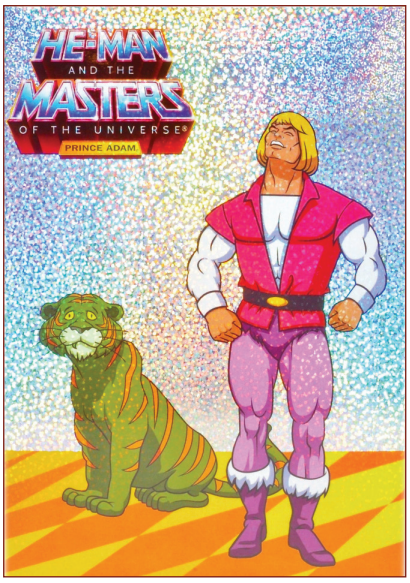
MOTUC #235 • AFFILIATION Heroic Warriors • SUBSCRIPTION N/A • PRICE $35
ORIGINAL FIGURE RELEASE San Diego Comic-Con (July 19-22, 2018) • RELEASE TYPE Boxed Figure

FABULOUS SECRET POWERS Prince Adam's only accessory was the Sword of Power, molded in translucent pink plastic. Even though this was technically a Club Grayskull figure, Super7 opted to go with the MOTUC version of the sword, making its 23rd appearance in the toyline. As this Prince Adam figure shared its vest sculpt with the mini-comic Prince Adam figure, there was therefore a loop on the figure's back for storing the sword.

NICE PACKAGE The outer box for the figure was identical to the packaging previously used on other Club Grayskull figures, except here it was given a glittery, prism-like finish.

SO SHINY The back of the figure's outer box, which sported the logo from the Filmation *He-Man and the Masters of the Universe* cartoon, also had a glittery, reflective surface. This shiny finish was continued on the figure's inner packaging as well. No doubt this look was inspired by the viral video, which heavily featured rainbows and sparkles.





WORK OF ART While previous Club Grayskull figures were given a brief bio, Prince Adam did not come with one. Instead he was given an illustration where he was seen laughing while his pal Cringer looked on.

TRIVIA

"Laughing" Prince Adam's head was not removable. Many fans were annoyed by this, as it meant they could not swap in a "serious" He-Man head and thus create a Filmation Prince Adam figure.

The tagline "Laughing 'Secret Identity' of He-Man" did not appear on this figure's packaging. It was instead revealed on the cardbacks to the Club Grayskull "Ultimate" He-Man and Skeletor figures released by Super7 in 2019.

The figure's only new part was his head. His body came from the Club Grayskull He-Man figure, his vest from the MOTUC mini-comic Prince Adam figure, and his sword from MOTUC King Grayskull / He-Man.

While Club Grayskull He-Man was given a special side-to-side hinge wrist for his iconic "sword aloft" pose, Prince Adam was given the standard up-and-down hinge wrist instead.

After the conclusion of San Diego Comic-Con, this figure was made available for non-attendees to purchase on Super7's website.

STRIDOR
Heroic Armored War Horse

BIO Stridor was the first of a new cavalry of robotic steeds created by Man-At-Arms after he modified Preternian schematics discovered by the archaeologist Melaktha. Augmented with enhanced speed and equipped with forward and rear-facing cannons, Stridor was a formidable ground transport. Man-At-Arms gave Stridor an artificial intelligence with the capacity to learn from his experiences so that he could better serve his heroic masters. As a result, Stridor learned self-sacrifice and heroism from He-Man. During a battle with the evil Wizard Morgoth, Stridor sacrificed himself to help destroy Morgoth's magic gem. He-Man carried the seemingly irreparably damaged steed all the way to Castle Grayskull where the Sorceress and Man-At-Arms determined that Stridor had absorbed magic that gave him a living spirit and miraculously repaired his damage. Set free, Stridor later befriended the heroic Fisto and carried him into battle many times against their rivals, the warlord Jitsu and his evil robotic steed Night Stalker.

VINTAGE VAULT The vintage Stridor was released in Wave 3 of the original Masters of the Universe toyline in 1984. The mechanical steed was released both individually and in a 2-pack with Fisto.

HORSING AROUND

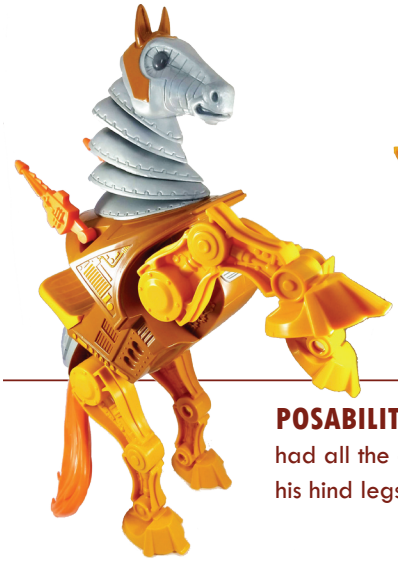
Unlike his static vintage predecessor, which was only articulated at the guns and tail, the MOTUC Stridor was fully posable. He was articulated at the tail, guns, legs, knees, and feet, as well as having four points of articulation at the neck, allowing the figure to turn, lower and raise its head.

MOTUC #236 • AFFILIATION The Heroic Warriors **• SUBSCRIPTION** Collectors Choice 2016 **• PRICE** $60 **• ORIGINAL FIGURE RELEASE** Super7.com (August 2018) **• RELEASE TYPE** Boxed Beast

DYNAMIC DUO Because the pair were released in a 2-pack in the vintage toyline, many fans consider Stridor to be Fisto's steed. The mechanical horse's only media appearances include the vintage mini-comic "The Clash of Arms," where he served as Fisto's steed, and the Filmation MOTU cartoon episode "Origin of the Sorceress," where he was built by Man-At-Arms, became sentient, and was set free to roam the wilderness.

HATS OFF Stridor came not only with an updated version of his vintage helmet, which was removable, but also a re-release of Night Stalker's helmet cast in orange plastic.

SIZE MATTERS The figure stood approximately 10" tall and was about 16" long.



POSABILITY For all his size and heft, the figure had all the articulation necessary to be posed on his hind legs.

IN THE DETAILS Because Stridor shared parts with the previously-released Night Stalker, some of the sculpting for Stridor was inaccurate, such as the mechanical detailing along the horse's sides where a crest should have been.

TRIVIA

The following copy was written for Stridor's sales page on super7hq.com: "The Masters of the Universe Collectors Choice line continues with Stridor! By popular demand, Man-At-Arms' cybernetic creation, the Heroic Armored Warhorse that carried the mighty Fisto into battle is finally coming to life! Now is your chance to tame the mighty steed before he gallops off forever. Stridor measures approximately 10-inches tall with multiple points of articulation and comes armored with BOTH the classic helmet and the Night Stalker helmet!"

The original packaging for Stridor did not feature a bio for the character. Stridor's official bio was finally released on-line at He-Man.org on February 25, 2019.

When Super7 first revealed images of the forthcoming Stridor figure, they did not include pictures of his vintage helmet, temporarily leaving collectors worried that the package wouldn't include it, as it would be a newly-tooled piece.

Stridor retailed for $60. Night Stalker, which was released just two years prior, retailed for $40.

Pictured on the back of Stridor's box were Fang-Or, Hawke, Lodar, Quakke, Wrap Trap, Granita, Karg, and Dylamug.

Club Grayskull

CHOPPER

ACCESSORIES

BIO Chopper, the silent, stocky member of the Evil Warriors, was present during the acquisition by Skeletor of the Dragon Pearl and subsequent attempt to overthrow Castle Grayskull. Aside from having above average strength, Chopper's main attribute lies in his large right hand, which is immensely powerful. In battle Chopper could fell an opponent with a single chop. Despite his brute strength, Chopper was rarely utilized by Skeletor, with the Evil Lord of Destruction relying on his more familiar henchmen.

CARTOON CORNER Jitsu was introduced into the vintage Masters of the Universe toyline as part of the third series of figures in 1984. However, he made his debut on the Filmation MOTU cartoon a year earlier in one of the show's earliest episodes, "The Dragon Invasion." His design differed from his subsequent action figure, most notably his enlarged right hand, which was bare instead of gold. The character's name in the cartoon series bible was Chopper, although he was never called this (or any other name) on-screen. He only spoke one line and was never seen again in any subsequent episodes. Chopper, along with Club Grayskull Spikor and a two-pack of Dree Elle and Uncle Montork, was released as an exclusive at Power-Con in September of 2018.

GALLERY

MOTUC #237 • AFFILIATION Evil Warriors • SUBSCRIPTION N/A • PRICE $50
ORIGINAL FIGURE RELEASE Power-Con (August 25-26, 2018) • RELEASE TYPE Boxed Figure

I CAN SEE CLEARLY The Chopper figure had painted pupils, a detail that he lacked in his cartoon appearance. Both the original prototype for the figure as well as the illustration on the back of his packaging lacked pupils, which was more screen-accurate. Many collectors theorized that pupils were added to make the character appear less stereotypical.

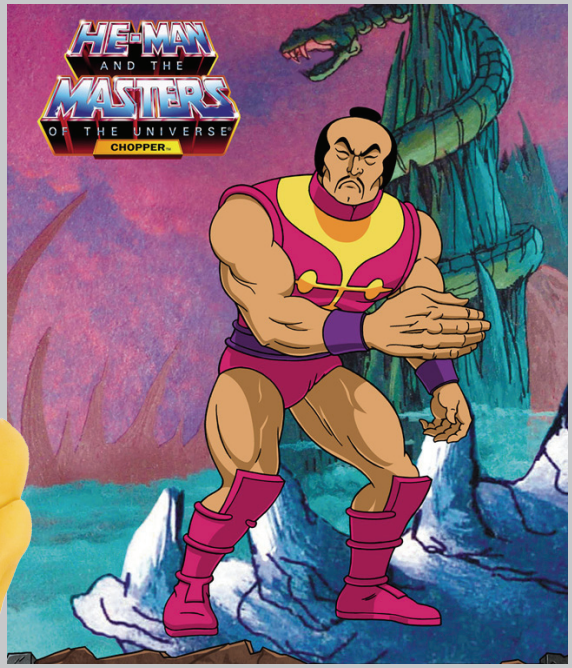
GIMME A HAND Chopper of course sported an oversized right hand, perfect for picking a fight with Ram Man.

EN GUARDE Chopper's single accessory was a sword, which was based on the weapon that came with the vintage Jitsu action figure, but was redesigned to look as it might have looked on the cartoon series. The character did not actually use a weapon in his single cartoon appearance.

COMPARISON TIME Club Grayskull Chopper (*above, left*) standing alongside the original MOTUC Jitsu figure (*above, right*).

TRIVIA

Chopper's armor was actually a newly-sculpted torso and was therefore not removable. It lacked ab crunch articulation.



WORK OF ART The back of the figure's box featured an illustration of Chopper standing in front of Snake Mountain.

Club Grayskull

DREE ELLE

ACCESSORIES

BIO Travelling between Trolla and Eternia in a Magic Pyramid, Dree Elle is more commonly known as the girlfriend of Orko. The pair declared their love for one another shortly after they first met. Dree Elle is an emotional individual and will not hesitate to let people know her thoughts and opinions. In moments of desperation, she has even displayed magical powers. Dree Elle spends most of her time on Trolla, taking care of her younger brother Yukkers and watching over Orko's uncle, Montork.

CARTOON CORNER

Dree Elle was a character created for the Filmation MOTU cartoon. A Trollan like Orko, she made her debut in the 20th episode of the series, "Dawn of Dragoon." She went on to appear in three additional episodes of the MOTU cartoon. Dree Elle also appeared in the Filmation POP episode "The Greatest Magic," and had a cameo appearance in *He-Man and She-Ra: A Christmas Special*.

TAKE A STAND The bases for Dree Elle's and Uncle Montork's stands were wider than the one that came with Orko, and the stand itself was silver instead of clear. A ball at the end of the stand inserted into the figure, allowing for various poses.

MOTUC #238A • AFFILIATION None **• SUBSCRIPTION** N/A **• PRICE** $50
ORIGINAL FIGURE RELEASE Power-Con (August 25-26, 2018) **• RELEASE TYPE** Boxed 2-Pack

QUITE THE PAIR

Dree Elle and Uncle Montork were released as a two-pack exclusive to Power-Con in August of 2018 alongside Club Grayskull Chopper and Spikor. Originally intended to be part of the regular Masters of the Universe Classics line, it was ultimately decided that the pair would be released in Club Grayskull packaging, making them the first characters to have their figures debut in the CG line without first being released in Classics.

ABRA CADABRA Dree Elle's wand, which had never appeared in any previous media, was designed to resemble the wand that came with the Orko figure, the key differences being the color (purple instead of gold) and the initial "D" at the top where Orko's had an "O."

TOGETHER AT LAST

It was eight years, one month between the releases of Orko and Dree Elle in MOTUC.

DREE ELLE

Heroic Trollan Maiden

A compassionate Trollan who first arrived on Eternia via the Magic Pyramid, Dree Elle developed a deep bond with Orko after a terrifying encounter with then-villain Dragoon. Dree Elle later played a key role in overcoming the horrors unleashed by the Horn of Evil and bravely helped defeat the nefarious Dr. Zoog. Along with her brother, Yukkers, Dree Elle led an exodus from Trolla when Lady Slither and the violent Revenge Squad invaded. Thanks to Dree Elle's noble efforts, many Trollans found refuge on nearby Moon Scheimorr. There, Dree Elle encountered Dragoon once again and convinced the mighty warrior to join the Defenders of Trolla. Years later, Dree Elle returned to Eternia where she was reunited with her beloved "Orko the Great."

TRIVIA

Dree Elle and Uncle Montork were originally planned to be released in the Masters of the Universe Classics line, but ultimately it was decided to release them in Club Grayskull instead, but not before bios for both characters (written to fit in Classics canon) had already been written. The Classics bio for Dree Elle ("Heroic Trollan Maiden," *bottom left*) was revealed on He-Man.org March 11, 2019.

WORK OF ART The back of the packaging for this 2-pack box featured an illustration of Dree Elle and Uncle Montork floating in front of Castle Grayskull, as well as bios for both characters.

Club Grayskull

UNCLE MONTORK

ACCESSORIES

BIO Montork serves as the head of the Academy of Magic on Trolla, accountable only to the Crimson Council. His unequivocal kindness and warmth endears him to everyone he meets. Montork is one of the most powerful magicians on Trolla, and taught his nephew Orko every trick that he knows. Both Orko and Montork share an incredibly strong bond, and the pair will go to great lengths to ensure each other's safety. Montork sees a great deal of his own youth in his excitable nephew.

CARTOON CORNER Uncle Montork was a character created for the Filmation MOTU cartoon. A Trollan like Orko, he made his debut in the 23rd episode of the series, "The Return of Orko's Uncle" (which was produced, oddly, before "Orko's Favorite Uncle," which served as Montork's introduction to the series). He went on to appear in two additional episodes of the MOTU cartoon. Montork also appeared in the Filmation POP episode "The Greatest Magic," and had a cameo appearance in *He-Man and She-Ra: A Christmas Special*.

TAKE A STAND Uncle Montork's flight stand was identical to Dree Elle's. The ball at the top of the stand was difficult to insert into the figure itself, and so the two-pack came with instructions (*next page*) for heating up the figures in order to make the plastic more pliable, thereby making the insertion of the stand easier.

MOTUC #238B • AFFILIATION None • SUBSCRIPTION N/A • PRICE $50
ORIGINAL FIGURE RELEASE Power-Con (August 25-26, 2018) • RELEASE TYPE Boxed 2-Pack

TRIO OF TROLLANS In spite of the consistent fan demand for more Trollans in Masters of the Universe Classics, it took more than eight years from the release of Orko for Uncle Montork and Dree Elle to finally be released.

ABRA CADABRA Montork's wand, which had never appeared in any previous media, was designed to resemble the wand that came with the Orko figure, the key differences being the color (yellow instead of gold) and the initial "M" at the top where Orko's had an "O."

REUNITED There was approximately a 35 year gap between Uncle Montork's debut episode and his first appearance in plastic.

UNCLE MONTORK

Heroic Favorite Uncle of Orko

Head of the Magic Academy on Trolla and favorite uncle to Orko, Uncle Montork was one of Trolla's greatest magicians. Although a prodigy instructed by Za-Gras, leader of the Overlords, Montork turned down an emeritus seat on the ruling Crimson Council. He intended to guide the new owner of the Sword of He on Eternia, but Orko accidentally took his place. Trusting his nephew had a great destiny, Montork enjoyed a short-lived retirement with his peaceful friend Gark, but the antics of his wayward former student Azrog forced him back into action. Foreseeing the invasion of the Unnamed One, Montork assembled the Defenders of Trolla to keep the Overlords' secrets safe. He later shared all of his knowledge of the Overlords with Orko when the new Elders remade Castle Grayskull.

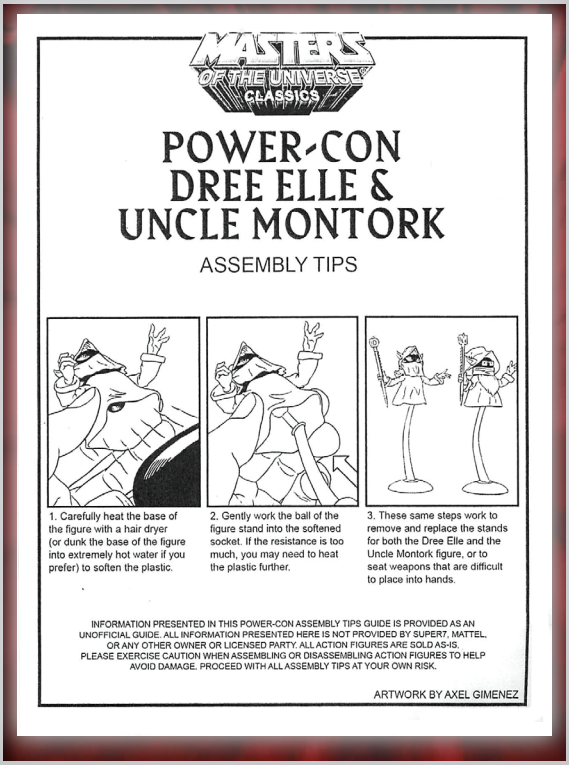
TRIVIA

Uncle Montork's scarf and beard, which were made from a very soft plastic, were all one piece, and had a tendency to stay in one place even when his head was turned.

Both Dree Elle and Uncle Montork featured articulation at the neck, shoulders, elbows, and wrists. Their heads were not removable.

Orko's flight stand was slightly taller than the stands that came with Dree Elle and Montork, which made him "hover" slightly higher than the other two Trollans.

Dree Elle and Uncle Montork were originally planned to be released in the Masters of the Universe Classics line, but ultimately it was decided to release them in Club Grayskull instead, but not before bios for both characters (written to fit in Classics canon) had already been written. The Classics bio for Uncle Montork ("Heroic Favorite Uncle of Orko," *below, left*) was revealed on He-Man.org on March 4, 2019.



Club Grayskull

SPIKOR

ACCESSORIES

BIO With a majority of his body covered in spikes, Spikor could be regarded as one of the most imposing villains on the planet of Eternia. His physicality, combined with a trident that he occasionally wields, makes Spikor one of the most intimidating henchmen of Skeletor. However, his threatening appearance is completely neutralized by his odd speech pattern, arrogance, naivety, and utter lack of maturity. Spikor's stupidity amuses his fellow Evil Warriors, whilst causing great frustration to Skeletor on more than one occasion.

CARTOON CORNER Spikor appeared in a total of three episodes of the Filmation MOTU cartoon ("The Gambler", "Visitors from Earth" and "The Games"), where he was written as quite dim-witted, and never once did he actually use his spikes. In only one episode ("Visitors from Earth") did he use his trident hand; otherwise he was depicted with two normal hands.

GALLERY

MOTUC #239 • AFFILIATION Evil Warriors • SUBSCRIPTION N/A • PRICE $50
ORIGINAL FIGURE RELEASE Power-Con (August 25-26, 2018) • RELEASE TYPE Boxed Figure

HANDLE WITH CARE The Club Grayskull Spikor's spikes were actually quite sharp, unlike the original-release MOTUC Spikor, which featured soft rubber spikes with rounded tips.

JOIN THE CLUB Spikor's single accessory was a club, which was based on the weapon that came with the vintage Spikor action figure, but was redesigned to look as it might have looked on the cartoon series. The character did not actually use a weapon in his cartoon appearances.

GIMME A HAND Even though the cartoon most frequently depicted Spikor with two normal hands, the figure only came with his trident left hand. The original release MOTUC Spikor came with a normal left hand that could be swapped with his trident.

COMPARISON TIME Club Grayskull Spikor (*above, left*) standing alongside the original MOTUC Spikor figure (*above, right*).

TRIVIA

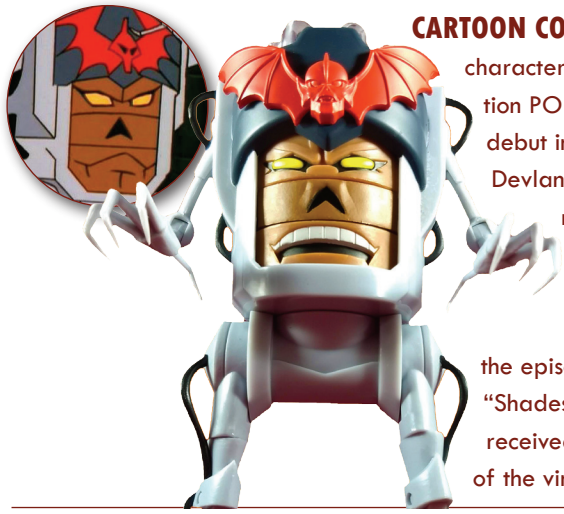
Spikor's armor was actually a newly-sculpted torso and was therefore not removable. It lacked ab crunch articulation.

WORK OF ART The back of the figure's box featured an illustration of Spikor standing in front of Snake Mountain.

DYLAMUG

Evil Robot with Endless Expressions

BIO Dylamug was once a diplomat droid from the planet Robotica when Hordak captured and reprogrammed him. Where Dylamug had once been erudite and civil, Hordak made him hedonistic and malevolent. To demoralize the population of Etheria, Hordak set Dylamug loose with a gang of off-duty Horde Troopers to plunder the smaller villages that weren't vital to the operations of the Evil Horde. Although artificial, Dylamug's reprogramming made him delight in wicked acts, and he eagerly indulged his now numerous appetites. She-Ra and Bow led a resistance against Dylamug's mob at the village of Devlan, one of the first turning points for the Great Rebellion as many previously docile Etherians finally took up arms against the Horde. Despite his defeat, Dylamug continued to serve the Horde as Hordak's emissary to Horde World where he remained when Hordak left Etheria to conquer Eternia. After She-Ra slew Horde Prime, Dylamug saw the evil leader's dark spirit infect and incapacitate her. The evil robot then sold her to the Game Master to fight in the galactic arena as Despara.



CARTOON CORNER Dylamug was a character created for the Filmation POP cartoon. He made his debut in the episode "Duel at Devlan," the plot of which was referenced in the figure's official bio. He went on to make two subsequent appearances (in the episodes "The Inspector" and "Shades of Orko"). He never received an action figure in any of the vintage MOTU toylines.

ACCESSORIES

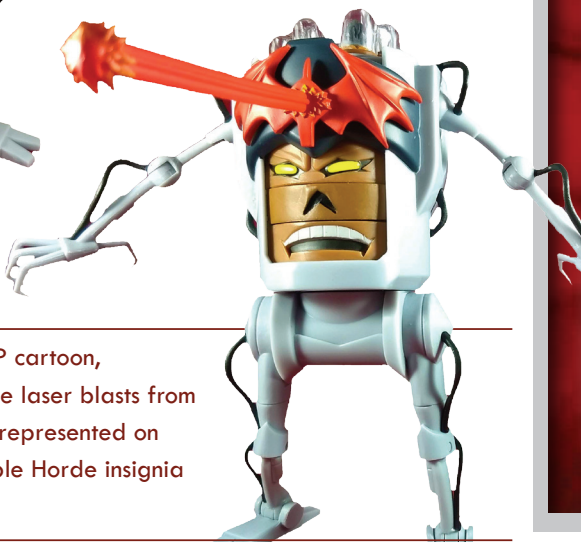
GALLERY

MOTUC #240 • AFFILIATION The Evil Horde • SUBSCRIPTION N/A • PRICE $35
ORIGINAL FIGURE RELEASE Super7.com (September 2018) • RELEASE TYPE Carded Figure

DIAL-A-MUG The figure's namesake action feature was brought to life via two spinning dials — one for the eyes and one for the mouth. The top dial featured three different eye expressions, while the bottom dial featured three different mouth expressions. (The center "nose" dial was static.) Theses two dials allowed for nine different facial expressions total. The dials spun freely and did not click in place.

BRANDED The Horde logo on Dylamug's forehead was removable. The logo shown at right was designed to match the logo on other Evil Horde figures in the MOTUC line.

DRAWN THAT WAY A second Evil Horde logo, designed to resemble the insignia sported by Dylamug in the Filmation POP cartoon, was also included.



BLAST IT In the Filmation POP cartoon, Dylamug had the ability to fire laser blasts from his forehead. This ability was represented on the figure by a third swappable Horde insignia with attached laser blast.

TRIVIA

The "light bulbs" on top of Dylamug's head were made from clear plastic. There were a total of nine different bulbs.

When the prototype for Dylamug was first revealed, the tubing on his left shoulder was "broken," just as it appeared in the Filmation POP cartoon. This screen-accurate defect was, however, "fixed" on the production figure.

Dylamug was a 100% newly-sculpted figure, sharing no sculpting with any previously-released figure in the line.

Dylamug featured articulation at the shoulders, elbows, waist, hips, knees, and ankles.

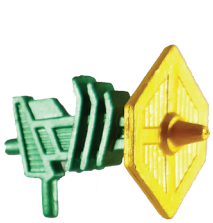
A special call-out on the front of Dylamug's packaging made note of the tenth anniversary of Masters of the Universe Classics (2008-2018).

Featured on Dylamug's cardback were Granita, Karg, Wrap Trap, and the following Club Grayskull figures: Man-E-Faces, the Sorceress, Mer-Man, and Tung Lashor.

GRANITA

Heroic Comet Combatant

ACCESSORIES



BIO Granita and her brother Rokkon were raised by their wise mentor and leader Stonedar on the planet Geolon until it was destroyed by Horde Prime. Although the Comet Warriors were scattered in space, Granita followed Stonedar, who had saved their precious Sun Stone and with it led them to the safety of another planet: Eternia. Upon landing, Granita was horrified to learn the Evil Horde were in the process of invading. While Rokkon was eager to fight as always, Granita believed that higher powers had intended them to help spare Eternia from the same fate as Geolon. Her faith persuaded the pacifist Stonedar to choose to fight alongside the Eternians. After the Second Ultimate Battleground, Glimmer invited Granita and many of the Comet Warriors' youth to Etheria where they could access Crystal World and develop new forms and powers. Alongside the Star Sisters and Queen Zal of Zal-Kron, Granita defended the barrier from Shadow Weaver and others seeking to steal Crystal World's magic. Later, Stonedar named Granita as his successor to lead their people.

CARTOON CORNER Granita was a character created for the Filmation POP cartoon. She made her debut in the episode "The Rock People," and subsequently made only one other appearance (in the episode "The Light of the Crystal"). While her fellow Rock People Rokkon and Stonedar had both received action figures in the vintage MOTU toyline, Granita had never received a figure until Masters of the Universe Classics.

GALLERY

MOTUC #241 • AFFILIATION The Comet Warriors • SUBSCRIPTION N/A • PRICE $35
ORIGINAL FIGURE RELEASE Super7.com (September 2018) • RELEASE TYPE Carded Figure

GUNS OUT Just like the guns that came with Rokkon and Stonedar, Granita's gun could either be held in her hand or attached to her mid-section.

MORE THAN MEETS THE EYE The rock pieces on Granita's arms, back and legs were removable, while the piece on her head was not. A sixth rock piece was required to complete her full rock form.

ALTERNATE VIEWS

Like Hawke before her, Granita continued the new trend of dropping waist articulation in favor of a swivel at the chest. She appeared to utilize parts from previously-released female figures, including her shoulders, hands, upper legs, and feet.

TRIVIA

It is worth noting that transforming Granita into her rock form was much more difficult and not nearly as seamless as it had been with Rokkon and Stonedar.

Ad copy for Granita referred to her gun as a Refraction Laser.

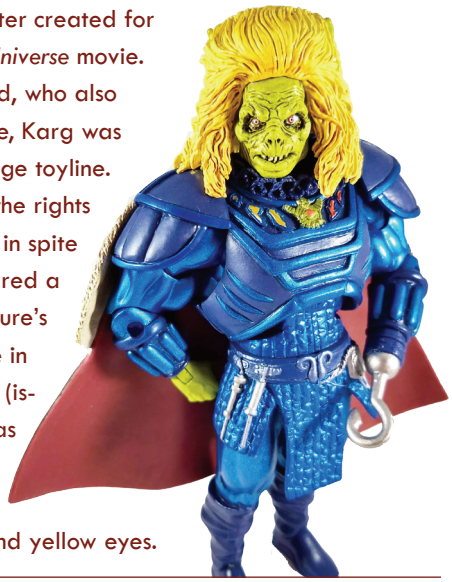
WORK OF ART The back of Granita's packaging featured all-new artwork for the character as well as a line-up of other figures currently available for Masters of the Universe Classics and Club Grayskull.

KARG

Evil Inquisitor with a Horrible Hook

BIO Karg loyally served Skeletor as the cruel interrogator of Snake Mountain, inspiring countless nightmares with his ghoulish countenance and razor-sharp hook. Karg's keen intelligence served him well in concocting all manner of creative methods to extract information from his "guests." Hapless captives were dragged into Snake Mountain's Doom Room by the Mintoran cyborg, Minox. There, Karg welcomed his victims with leering delight as he showcased his many tools. In addition to his duties as an interrogator, Karg was also a highly skilled bounty hunter, renowned for tracking down his quarry with a relentless determination that bordered on obsession. Notably, Karg once developed a disturbing fascination with Lieutenant Andra of the Eternian Royal Guard. Professing his ardor for her in a variety of twisted ways, Karg was eventually defeated by an enraged Andra at the Siege of Zot and sent to Prison Starr, where he remains. Karg's origins are shrouded in mystery, though it is rumored that he is of noble descent.

SILVER SCREEN Karg was a character created for the 1987 live-action *Masters of the Universe* movie. But unlike Blade, Gwildor, and Saurod, who also made their debuts in the MOTU movie, Karg was not given an action figure in the vintage toyline. Because of this, Mattel did not have the rights to produce a Karg figure in MOTUC, in spite of fan demand. Super7 finally delivered a Karg figure in 2018, although the figure's design was based on his appearance in the *Masters of the Universe Magazine* (issue 11 - Summer 1987), where he was depicted with green skin, blonde hair and red eyes, versus the film where he had grey skin, white hair and yellow eyes.



ACCESSORIES

GALLERY

MOTUC #242 • AFFILIATION Evil Warriors • SUBSCRIPTION N/A • PRICE $35
ORIGINAL FIGURE RELEASE Super7.com (September 2018) • RELEASE TYPE Carded Figure

CUTS LIKE A KNIFE Karg's knife was based on the weapon the character was holding in a design illustration by William Stout (production designer on the 1987 *Masters of the Universe* movie), and later refined by illustrator Tom Bryski. Sales copy for the figure referred to this knife as Crucia, the Dagger of Agony. An official bio for this blade was revealed on He-Man.org on October 21, 2019.

GUNS OUT Karg's second accessory, which appeared to have been inspired by one of several guns used in the 1987 movie, was referred to in sales copy as a Fleshburner Laser Gun.

OFF THE HOOK Early prototype images of Karg depicted him sporting a hook with a serrated edge, similar to its look in the 1987 movie. The final figure's hook had a smooth edge, although the artwork on the back of the packaging still depicted the character with the jagged-edged hook.

CRUCIA, THE DAGGER OF AGONY

Ancient Evil Blade

Four thousand years before the birth of He-Man and She-Ra, Eternia fell into what became known as the Age of Sorrow. Little information remains about this mysterious time. Technology was all but forgotten, with scant remnants of broken laser weaponry left over from ancient wars. Those who dared question the rule of Eternia's cruel monarchs faced punishments meted out by the merciless executioner Blub-bor, who utilized barbarities such as the Creeping Horak on his ill-fated victims. A single epic poem, entitled "The Defender's Crusade," survived the Age of Sorrow. According to the poem, the Dagger of Agony was created by the dark wizard Ramlin to murder the Sorcerer of Castle Grayskull. The poem goes on to relate the sad travails of Grayskull's champion Vykron, descendant of Vikor and protector of the Sword of Power. It was this epic poem that inspired a young gladiator to take the original Vykron's name and armor thousands of years later. Karg eventually acquired the infamous Dagger of Agony after a lengthy search. So enamored was he with the blade, that he lovingly dubbed it, "Crucia."

TRIVIA

There is more than one Karg in the MOTU canon. Another character named Karg, a pink, horned, dragon-like creature that belonged to the villain Azrog, appeared in the Filmation MOTU cartoon episode "The Return of Orko's Uncle."

WORK OF ART The back of Karg's packaging featured all-new artwork for the character as well as a line-up of other figures currently available for Masters of the Universe Classics and Club Grayskull.

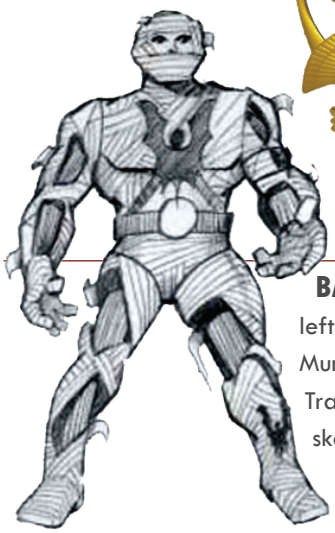
WRAP TRAP

Monstrous Mummy of the Evil Horde

BIO The Sands of Time were once ruled by the mystic Kartan, whose disfigured priest Sibor secretly loved Kartan's daughter, Princess Naka-Ra. When Sibor finally expressed his feelings, things did not go well. Naka-Ra rejected Sibor and threatened to tell her father. Pleading, the frighting priest grabbed Naka-Ra's arm, but she misunderstood the gesture. A struggle ensued between the two and Naka-Ra was accidentally killed. A remorse-stricken Sibor then defiled the Temple of the Sun by attempting to raise Naka-Ra from the dead. Stopped by the Deathless Soldiers of Kartan, the priest was sentenced to an unspeakable fate. As Kartan read incantations from the Netherworld Scroll, Sibor was mummified alive. Eons later, Hordak and Shadow Weaver discovered Sibor's tomb and used the Netherworld Scroll to awaken the cursed mummy. Renamed Wrap Trap and controlled by the scroll, the undead creature served the Evil Horde with his inhuman strength and ability to strangle and ensnare victims in his enchanted bandages. Wrap Trap refused to attack She-Ra, however, for she was the very image of his long-lost Naka-Ra.

ACCESSORIES

FROM CONCEPT TO CANON Wrap Trap was a concept character for the vintage MOTU toyline. By all appearances an Evil Horde mummy, the character never made it past the concept stage in the vintage toyline, nor was he ever given an official name. It wasn't until 2018 that the character was finally given an official name as well as an action figure in the MOTUC toyline.



BACK TO THE DRAWING BOARD Shown at left is the original concept drawing for the Horde Mummy. Note how closely the final MOTUC Wrap Trap figure followed the design of this early sketch, all the way down to the number and placement of his hanging bandages as well as his two Horde insignias.

MOTUC #243 • AFFILIATION The Evil Horde • SUBSCRIPTION N/A • PRICE $35
ORIGINAL FIGURE RELEASE Super7.com (September 2018) • RELEASE TYPE Carded Figure

DON'T CROSS ME Like many members of the Evil Horde, Wrap Trap came armed with a crossbow. The newly-designed accessory had a distinctly Egyptian look to it with its gold and teal color scheme and scarab beetle design.

EN GUARDE Wrap Trap's sword featured a curved blade and a gold hilt in the shape of a cobra's head. A bio for this blade — dubbed the Khopesh of Kartan — was revealed on He-Man.org on May 11, 2020.

ARTICULATE Wrap Trap was unusual among MOTUC figures in that he lacked a bicep swivel joint. He was instead given hinge-and-swivel elbows.

KHOPESH OF KARTAN

Cursed Sabre From the Past

Millennia before the birth of King Grayskull, the powerful mystic Kartan ruled the Sylcon people. Known by his allies as "Kartan the Magnificent," and by his enemies as "Kartan the Terrible," the wise but unforgiving ruler carried a mystical khopesh believed to have belonged to the last of the Ancients. In a gesture of friendship and trust, Kartan presented the sickle-sword to his devoted priest Sibor, but when the priest accidentally killed Kartan's daughter, the enraged ruler exacted his terrible revenge by having Sibor wrapped in mummy's bandages and buried alive. Condemning Sibor to living death for all eternity, Kartan placed his khopesh across the priest's chest and put a terrible curse upon it. It was said the khopesh would bring ruin to any who dared use the undead mummy for their own gain. Awakened eons later and dubbed Wrap Trap, the tormented creature became a magically controlled member of the Evil Horde, dragging the blighted saber by his side. Some claim it was Kartan's ancient curse that brought about the unexpected downfall of Hordak and his army in the Second Ultimate Battleground.

TRIVIA

Excluding the vintage toyline's unproduced Wave 7 figures (which later became MOTUC figures Strobo, Plasmar, Terroar, and Lord Gr'Asp), Wrap Trap was the first vintage concept character produced for MOTUC since Vykron in 2012.

WORK OF ART The back of Wrap Trap's packaging featured all-new artwork for the character as well as a line-up of other figures currently available for Masters of the Universe Classics and Club Grayskull.

Club Grayskull

MAN-E-FACES

ACCESSORIES

BIO The man who would come to be known as Man-E-Faces wandered the land of Eternia, taking advantage of those smaller than himself by using his face-changing ability to dominate them. After an encounter with Skeletor, however, he realized his own inner potential for good. Given the moniker "Man-E-Faces" by Orko, the once troubled individual went on to become Eternia's greatest actor. Man-E-Faces uses his unique face-changing ability to impersonate anyone, allowing him to infiltrate the Evil Warriors in disguise.

CARTOON CORNER

Even though Man-E-Faces was an establishing character in the vintage MOTU toyline, having been released in Wave 2 in 1983, the character only made two appearances in the Filmation MOTU cartoon. The first, "The Mystery of Man-E-Faces," featured an origin story for the character which was referenced in this action figure's bio. His second and final episode was titled "The Shadow of Skeletor."

HUMAN...ROBOT...MONSTER! Since the Filmation MOTU cartoon design of the character featured no dial on the top of the head for switching faces, the figure's faces had to be rotated directly.

MOTUC #244 • AFFILIATION Heroic Warriors • SUBSCRIPTION N/A • PRICE $35
ORIGINAL FIGURE RELEASE Super7.com (September 2018) • RELEASE TYPE Boxed Figure

MAN-E-WEAPONS The figure came with a total of five accessories. The first was this Tri-Blade from the Filmation MOTU cartoon episode "She-Demon of Phantos." The blade could be rotated.

GUNS OUT The gray gun was a Vaporizer from the Filmation MOTU cartoon episode "The Once and Future Duke."

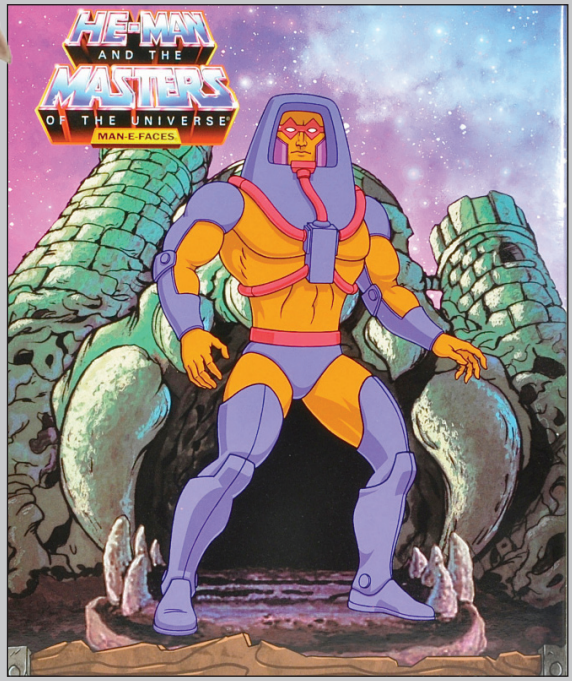
READY, AIM The orange gun was simply an animated re-design of the weapon that came with the vintage Man-E-Faces figure.

STING LIKE A BEE The Sting Lance was from the Filmation MOTU cartoon episode "Disappearing Dragons."

DOUBLE TROUBLE Lastly, the Kcotae Lazer, from the episode "She-Demon of Phantos," featured two handles, allowing it to be used as either a gun or a blade.

TRIVIA

The inclusion of so many accessories was a nod to the vintage "Man-E-Weapons" figure (*see page 131*).



The back of the figure's box featured an illustration of Man-E-Faces standing in front of the Castle Grayskull.

Club Grayskull

MER-MAN

ACCESSORIES

BIO Mer-Man, the Ocean Warlord, is by far the least-liked servant of Skeletor. Aside from being uncharismatic and a coward in the field of battle, he seeks no allies amongst his fellow Evil Warriors, and will often strike out on his own. He once even overthrew the entire city of Aquatica. He remains loyal to Skeletor in the hope that the Evil Lord of Destruction will one day grant him a leadership role. Mer-Man's ability to communicate with and control water-based creatures and monsters males him highly useful to Skeletor.

CARTOON CORNER Mer-Man was of course one of the most prominent Evil Warriors in the Filmation MOTU cartoon, making appearances in numerous episodes, including the series debut. His animated appearance differed greatly from his vintage action figure, however, giving many fans a desire for a screen-accurate Mer-Man action figure. Super7 finally delivered one as part of their Club Grayskull line in late 2018.

MOTUC #245 • AFFILIATION Evil Warriors • SUBSCRIPTION N/A • PRICE $35
ORIGINAL FIGURE RELEASE Super7.com (September 2018) • RELEASE TYPE Boxed Figure

GUNS OUT The gray gun accessory was a recreation of a similar weapon used by Mer-Man in the Filmation MOTU cartoon series.

GET THE POINT Mer-Man's spear was also based on a weapon he used in the Filmation MOTU cartoon series, but was inexplicably colored purple instead of a more screen-accurate gray.

EN GUARDE This sword was not based on any weapon Mer-Man used on the Filmation MOTU cartoon series, but was instead an update of the sword that came with the vintage Mer-Man action figure.

COMPARISON TIME Club Grayskull Mer-Man (*center*) is shown here standing between the original release MOTUC Mer-Man figure, which came with two different head sculpts (*vintage toy on the left, vintage card-back art on the right*).

TRIVIA

Mer-Man's upper chest and neck were actually a sculpted part of his armor and not a part of the figure itself.

The back of the figure's box featured an illustration of Mer-Man standing in front of Snake Mountain.

Club Grayskull
SORCERESS

ACCESSORIES

BIO The threat of evil on Eternia saw a young woman named Teela Na transformed into the Sorceress, the guardian of Castle Grayskull. As was foretold, the Sorceress endured much sadness in her life. Her husband was killed defending Eternia, and she subsequently had to surrender her daughter Teela to keep her from danger. She longs for the day when she can reveal her true identity to Teela. Until then, the guardian of Castle Grayskull watches over Eternia, poised to summon He-Man in times of need.

CARTOON CORNER The Sorceress is one of the most prominent characters in the MOTU mythos. She played a hugely prominent role in the Filmation MOTU cartoon, appearing in the show's opening credits, featuring in countless episodes, and being among the few characters who knew He-Man's secret identity. While the previously-released MOTUC Sorceress figure took its design cues from both the Filmation series and the vintage action figure, the Club Grayskull version of the Sorceress sought to more accurately recreate her small screen design.

BUST A MOVE Unlike the MOTUC version of the Sorceress, this figure's arm articulation was not restricted by having permanently-attached wings. This allowed the CG version of the Sorceress to have more natural-looking forward-arm poses.

MOTUC #246 • AFFILIATION Heroic Warriors • SUBSCRIPTION N/A • PRICE $35
ORIGINAL FIGURE RELEASE Super7.com (September 2018) • RELEASE TYPE Boxed Figure

WING NUT The Sorceress came with two sets of wings. The first set depicted the wings in their downward position. This soft plastic piece pegged into the figure's back and forearms.

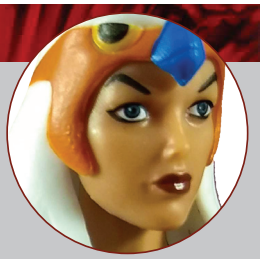
TAKING FLIGHT This second piece, which also pegged into the figure's back and forearms, depicted the Sorceress' wings in an outstretched position.

FOR THE BIRDS This newly-sculpted Zoar figure, designed after the falcon's appearance in the Filmation MOTU cartoon, was included with the Sorceress, along with a red perch.

PREDECESSOR An alternate head sculpt was included with the Sorceress, transforming the figure into Kuduk Ungol, Teela Na's predecessor as the Sorceress of Castle Grayskull. The character appeared in a single Filmation MOTU episode, "Origin of the Sorceress," and was never seen again.

ALTERNATE VIEWS The Sorceress appeared to utilize Club Grayskull Teela's legs, boots, and feet. It is noteworthy that the Sorceress lacked a bicep swivel, which was otherwise standard for the toyline.

TRIVIA



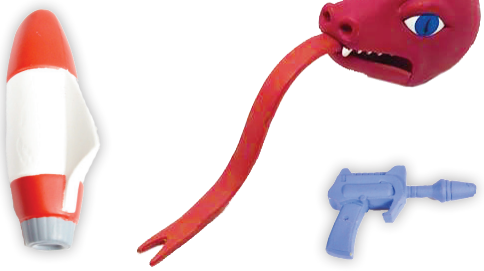
The Sorceress and Hawke were the only MOTUC figures that included alternate heads that transformed them into a totally different character.

The back of the figure's box featured an illustration of the Sorceress standing in front of Castle Grayskull.

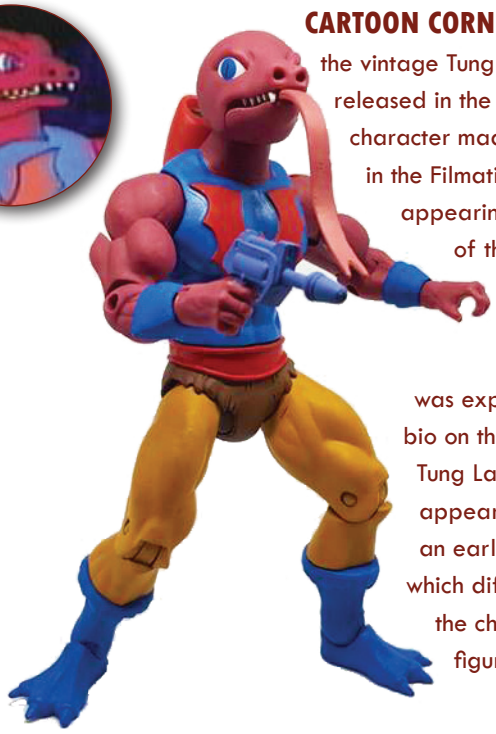
Club Grayskull

TUNG LASHOR

ACCESSORIES



BIO Tung Lashor is the very definition of underling. He is hunched under the pressure of whomsoever his master may be. This snake man often uses his tongue to carry out simple tasks, much to the disgust of his allies. After having witnessed Modulok defect, Tung Lashor and his fellow crony, Rattlor, left the service of Skeletor and allied themselves with the Evil Horde. Hordak enjoys having Tung Lashor around as the foul creature displays sycophantic eagerness to please his master.



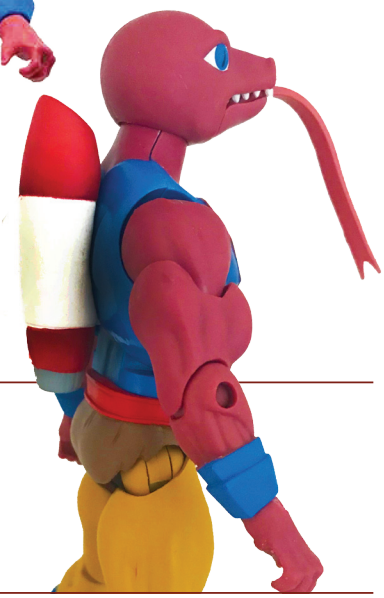
CARTOON CORNER Even though the vintage Tung Lashor figure was released in the MOTU toyline, the character made his animated debut in the Filmation POP cartoon, appearing not as a member of the Snake Men, but as a member of the Evil Horde. This double affiliation was explained in the figure's bio on the back of its box. Tung Lashor's animated appearance was based on an early design concept, which differed greatly from the character's final action figure design.

GALLERY

MOTUC #247 • AFFILIATION The Evil Horde **• SUBSCRIPTION** N/A **• PRICE** $35
ORIGINAL FIGURE RELEASE Super7.com (September 2018) **• RELEASE TYPE** Boxed Figure

TAKES A LICKIN' Like the previously-released MOTUC version of Tung Lashor, the Club Grayskull Tung Lashor came packaged with two head sculpts: one with the mouth closed, and the other with the mouth open and his tongue extended.

GUNS OUT Tung Lashor's pistol appeared to be a newly-designed piece without any precedence in any prior media.

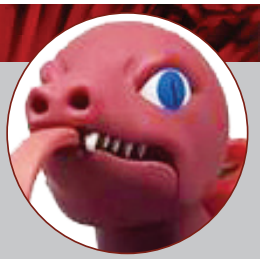


UP, UP AND AWAY Tung Lashor's jet-pack, which pegged into the figure's back, was based on a jetpack the figure utilized in a Filmation POP cartoon episode.

COMPARISON TIME Club Grayskull Tung Lashor (*above, left*) standing alongside the original MOTUC Tung Lashor figure (*above, right*).

TRIVIA

Tung Lashor's chest armor was a permanent part of his newly-sculpted torso and was therefore not removable.



The back of the figure's box featured an illustration of Tung Lashor standing in front of the Fright Zone.

Club Grayskull

HOLIDAY HE-MAN

HAPPY HOLIDAYS! The week of Thanksgiving 2018, Super7 announced via social media that they would be releasing a special figure on Cyber Monday. Fans were surprised, as not only had there had been no prior leaks of an upcoming figure, but this figure was already produced and ready to ship, with no pre-order necessary. A few days later, Super7 released an image of He-Man's hand, holding up a candy cane-colored Power Sword. Finally, the day before the sale began, the figure was revealed in full: a Club Grayskull He-Man figure wearing a Santa hat and armed with a white-and-red striped Sword of Power. The figure went up for sale on Cyber Monday (November 26) and sold out immediately.

'TIS THE SEASON This figure appeared to be based on an illustration of He-Man created for one of the DVD releases of *He-Man & She-Ra: A Christmas Special*, which was created by Filmation and aired in syndication in 1985. This illustration (*left*) depicted He-Man wearing a Santa Claus hat along with his typical armor — an outfit he never wore in the special itself. Note that not all DVD editions of the special utilized this illustration.

ACCESSORIES

MOTUC #248 • AFFILIATION Heroic Warriors • SUBSCRIPTION N/A • PRICE $35
ORIGINAL FIGURE RELEASE Super7.com (November 26, 2018) • RELEASE TYPE Boxed Figure

MINTY FRESH Holiday He-Man's only accessory was the Filmation version of the Sword of Power, molded in pearlescent white plastic with red stripes, resembling a candy cane. The mold for this sword was originally released with the Club Grayskull He-Man figure.

LET IT SNOW! The outer box for the figure was similar to the packaging previously used on other Club Grayskull figures, except here the ground before Castle Grayskull was snow-covered and there was a wreath on the door.

THAT'S A WRAP The figure came gift-wrapped in special Masters of the Universe wrapping paper along with a gift tag featuring a snowman Orko. This wrapping paper, which was illustrated by Earl Norem, was originally created and released in the Winter 1988 issue of the *Masters of the Universe Magazine*. The paper featured He-Man wrapping a present; She-Ra, Orko and Extendar decorating a tree; King Randor and Teela (in her snake armor) building a snowman; Clamp Champ and Snout Spout riding in a sled; and the Sorceress, Blade, Skeletor, Rokkon, Man-At-Arms, and Cringer singing carols. Super7 later made rolls of this paper available for separate purchase.

WINTER WONDERLAND While previous Club Grayskull figures were given a brief bio, Holiday He-Man did not come with one. Instead he was given an illustration where he was seen wielding his candy cane sword while donning his Santa hat and standing in the snow.

TRIVIA

Holiday He-Man's hat was not removable, but was a permanent part of the figure's head sculpt.

The figure's only new part was his head. His body, armor and sword all came from the Club Grayskull He-Man figure.

While Club Grayskull He-Man was given a special side-to-side hinge wrist for his iconic "sword aloft" pose, Holiday He-Man was given the standard up-and-down hinge wrist instead.

When Super7 indicated that this figure was going to be Christmas-themed, many fans speculated that it would be Prince Adam in a Santa Claus costume as he was seen in *He-Man & She-Ra: A Christmas Special*. Such a figure would have obviously required much more tooling than Holiday He-Man did. Others speculated that the figure would be a smiling Skeletor with a pack-in Relay figure, also based on the Christmas special. Regardless, the release of Holiday He-Man revealed a desire among fans for a release of Santa Adam and Skeletor/Relay, as well as rolls of the Earl Norem wrapping paper.

Club Grayskull Ultimate Edition

HE-MAN

ACCESSORIES

BIO Imbued with the power of Castle Grayskull, He-Man uses his great strength to protect Eternia and foil the various deadly schemes and machinations of Skeletor. Sworn to protect Castle Grayskull from all those who seek out its power, the most powerful man in the universe displays both the dignity and honor that his duty demands. Whilst He-Man's physical strength is without equal, he also possesses great wisdom and a deep-rooted sense of morality. He-Man is a testament to the strength and endurance, both mentally and physically, that a true hero possesses.

BACKGROUND Super7's "Ultimate Edition" Club Grayskull He-Man was a re-release of the original Club Grayskull He-Man that Mattel had produced in January of 2016. Released alongside an "Ultimate Edition" Club Grayskull Skeletor, there were several key differences between this figure and its predecessor.

COMPARISON TIME The original Club Grayskull He-Man (*far left*) is shown here beside the "Ultimate Edition" CG He-Man. Noteworthy differences between the two figures are called out below.

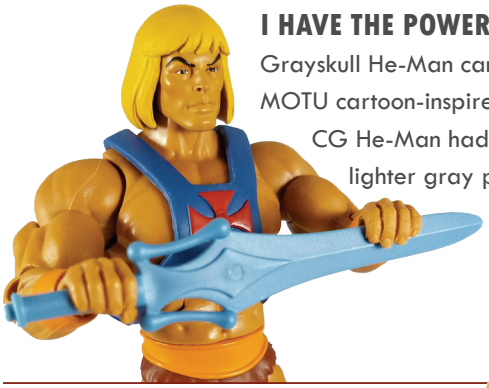
Original
- Painted face
- Matte plastic
- Removable armor
- Posable scabbard
- Up and down hinged right wrist allowed for "sword aloft" posing
- Longer loin cloth
- Poorly designed ankle articulation

Ultimate
- Unpainted face
- Shiny plastic
- Non-removable armor
- Scabbard glued in place
- Side-to-side hinged right wrist did not allow for "sword aloft" posing
- Shorter (more cartoon-accurate) loin cloth
- Improved ankle articulation

Original ankles

Ultimate Edition ankles

MOTUC #249 • AFFILIATION Heroic Warriors • SUBSCRIPTION N/A • PRICE $35
ORIGINAL FIGURE RELEASE Super7.com (March 2019) • RELEASE TYPE Carded Figure



I HAVE THE POWER! "Ultimate Edition" Club Grayskull He-Man came with the same Filmation MOTU cartoon-inspired Power Sword that the original CG He-Man had, only this time it was cast in a lighter gray plastic.

AXE TO GRIND The design for this axe, unique to the "Ultimate Edition" CG He-Man figure, was based on a concept design sketch by Mark Taylor for the vintage MOTU toyline.

SHIELD ME This shield appeared to be based on a weapon used by Prince Adam in the Filmation MOTU episode "She-Demon of Phantos." It also looked quite similar to a shield carried by He-Man in an animated toy commercial produced by Mattel in the early 1980s.

DOMO ARIGATO This alternate head depicted the robotic version of He-Man that was built by Man-At-Arms in the Filmation MOTU cartoon episode "Disappearing Act."

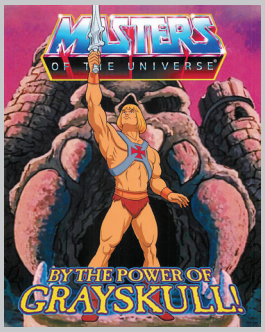
FAKE OUT This alternate head, which featured glow-in-the-dark eyes, depicted Faker as he appeared in the Filmation MOTU cartoon episode "The Shaping Staff."

LOL The "laughing" He-Man head was originally released with the Laughing Prince Adam figure in July of 2018.

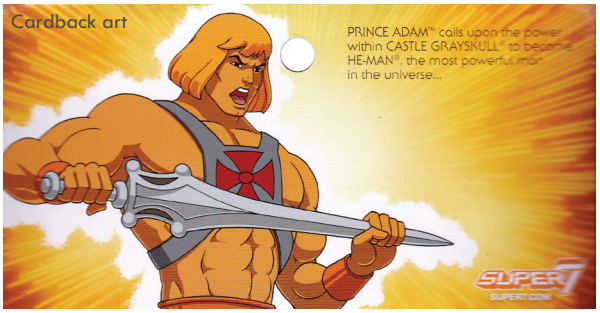
TRIVIA

"Ultimate Edition" Club Grayskull He-Man was only missing the stone block sword holder that came with the original Club Grayskull He-Man.

Instead of shipping in a box like previous Club Grayskull figures, this figure came on a card reminiscent of packaging from the vintage toyline.



The figure's bio was not featured on the back of the packaging, but was instead printed on an insert card with artwork of He-Man on one side and the bio ("written" by Scrollos) on the other side.



Club Grayskull Ultimate Edition
SKELETOR

BIO Skeletor, demon from another dimension, was once a member of an intergalactic army known as The Evil Horde. He betrayed his master, Hordak, and set his goal on the conquest of the planet Eternia, whilst assembling a group of warriors to serve him. Over the years, Skeletor has proven himself to be a wickedly cruel villain who takes great joy in seeing suffering and pain by preying on the weak and innocent. Despite the constant presence of He-Man, the Lord of Destruction remains vigilant in his quest to gain the power of Castle Grayskull.

BACKGROUND Super7's "Ultimate Edition" Club Grayskull Skeletor was a re-release of the original Club Grayskull Skeletor that Mattel had produced in June of 2016. There were several key differences, however, between this figure and its predecessor.

COMPARISON TIME The original Club Grayskull Skeletor (*far left*) is shown here beside the "Ultimate Edition" CG Skeletor. Noteworthy differences between the two figures are called out below.

Original
- Inside of hood unpainted
- Matte plastic
- Removable armor
- "Demon" hands
- Lighter purple color scheme
- Poorly designed ankle articulation

Ultimate
- Inside of hood painted black
- Shiny plastic
- Non-removable armor
- Standard human hands
- Darker purple color scheme
- Improved ankle articulation

Original ankles

Ultimate Edition ankles

ACCESSORIES

MOTUC #250 • AFFILIATION Evil Warriors • SUBSCRIPTION N/A • PRICE $35
ORIGINAL FIGURE RELEASE Super7.com (March 2019) • RELEASE TYPE Carded Figure

WELL STAFFED "Ultimate Edition" Club Grayskull Skeletor came with the same Filmation MOTU cartoon-inspired Havoc Staff that the original CG Skeletor had, only this time it was cast in a lighter purple plastic.

AXE TO GRIND This axe was based on a weapon used by Skeletor in the Filmation MOTU cartoon. While a similar axe was previously released with the Plundor figure in December of 2013 (and featured a translucent orb at its tip), this version was actually an all-new sculpt.

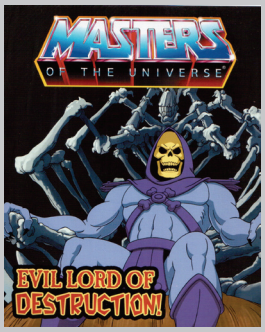
ARMED TO THE TEETH While Skeletor's bone sword and the Diamond Ray of Disappearance had both been previously released with the Lizard Man figure in January of 2015, both versions of these accessories included here were newly sculpted. The DROD was much smaller here and did not glow in the dark, unlike its predecessor.

LAUGHING MATTER Skeletor came with an alternate head that depicted the villain in his iconic "head-thrown-back-laughing" pose seen frequently in the Filmation MOTU cartoon.

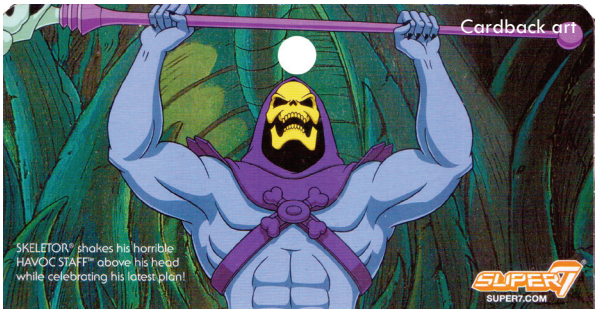
TRIVIA

"Ultimate Edition" Club Grayskull Skeletor was only missing the mini-comics inspired sword that came with the original Club Grayskull Skeletor.

Instead of shipping in a box like previous Club Grayskull figures, this figure came on a card reminiscent of packaging from the vintage toyline.



The figure's bio was not featured on the back of the packaging, but was instead printed on an insert card with artwork of Skeletor on one side and the bio ("written" by Scrollos) on the other side.



Club Grayskull

SHE-RA

BIO After she obtained the Sword of Protection, Adora fulfilled her destiny and was transformed into She-Ra, the Princess of Power. Leading the small but ever-growing Great Rebellion into battle, She-Ra attempts to thwart the intergalactic empire known as The Evil Horde from overthrowing Etheria. She-Ra also guards the secret of Light Hope, a magical spirit that dwells within the Crystal Castle. While she may be the most powerful woman in the universe, She-Ra brings to the oppressed people of Etheria one thing above all else: hope.

ACCESSORIES

CARTOON CORNER While the original MOTUC She-Ra figure, first released in June of 2010, was based more on her Filmation POP cartoon appearance than her vintage action figure, this version of She-Ra, released in the Club Grayskull line, attempted to even more closely replicate her iconic animated design.

GALLERY

MOTUC #251 • AFFILIATION The Great Rebellion **• SUBSCRIPTION** N/A **• PRICE** $35
ORIGINAL FIGURE RELEASE Super7.com (March 2019) **• RELEASE TYPE** Boxed Figure

FOR THE HONOR No figure of She-Ra is complete without her Sword of Protection. The accessory included here was based on its design in the Filmation POP cartoon.

SWORD TO SHIELD One of She-Ra's iconic abilities in the Filmation POP cartoon was the power to command her sword to transform into other weapons. Included here were the Sword of Protection transformed into a shield and a boomerang.

UP, UP, AND AWAY She-Ra's cape, which was made of a soft, flexible red plastic, was not removable.

COMPARISON TIME Club Grayskull She-Ra (*far left*) is shown standing alongside the original MOTUC She-Ra figure (*left*).

TRIVIA

Like Club Grayskull Sorceress, She-Ra lacked bicep twist articulation but instead had hinge-and-swivel elbows.

WORK OF ART The back of the figure's box featured an illustration of She-Ra standing in front of the Crystal Castle.

Club Grayskull

FISTO

ACCESSORIES

BIO Fisto once served Skeletor and ruled a part of Eternia with a literal iron fist. Turning his back on the Lord of Destruction, Fisto allied himself with He-Man, and has since proven to be one of the most powerful forces for good on Eternia. Aside from strength comparable to He-Man's, Fisto's main power lies in his large metal right hand, which is capable of destroying anything in its path. Fisto is famously loyal and dependable, feeling that he owes a great debt to those that saved him from a lifetime of evil.

CARTOON CORNER This action figure of Fisto, released as part of the Club Grayskull line, was of course based on the character's appearance in the classic Filmation MOTU cartoon. Fisto appeared in a total of four episodes of the cartoon series beginning in the second season. Many of the details in the figure's bio were taken from the character's debut cartoon episode, "Fisto's Forest" (episode 70).

GALLERY

MOTUC #252 • AFFILIATION Heroic Warriors • SUBSCRIPTION N/A • PRICE $35
ORIGINAL FIGURE RELEASE Super7.com (September 2018) • RELEASE TYPE Boxed Figure

ETERNIAN PUNCH Club Grayskull Fisto's oversized fist lacked the silvery finish of the Classics Fisto, but the gray was faithful to the Filmation MOTU cartoon look.

EN GUARDE While Fisto never used a sword in his Filmation MOTU cartoon appearances, this sword accessory, based on the vintage action figure's blade, was redesigned as it might have appeared in the cartoon series.

COMPARISON TIME Club Grayskull Fisto (*immediate right*) standing alongside the original MOTUC Fisto figure (*far right*).

BATTLE READY Fisto's chest armor was a permanent part of his newly-sculpted torso and was therefore not removable.

TRIVIA

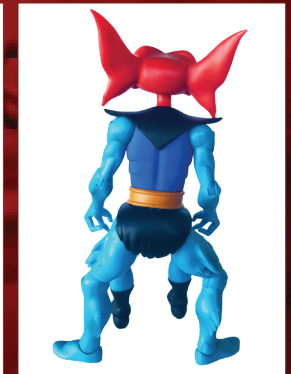
The back of the figure's box (*below*) featured an illustration of Fisto standing in front of the Castle Grayskull.

Club Grayskull

MANTENNA

BIO Mantenna, who is by far the most bizarre-looking member of The Evil Horde, has the ability to telescope his eyes from their sockets. Once extended, his eyes have the ability to shoot a variety of beams that can overpower an enemy in mere seconds. Although Hordak takes great pleasure in mistreating Mantenna, his shrill-voiced underling has often proven himself capable of leading patrols of Horde Troopers against the oppressed people of Etheria. It is in these moments of dominance that Mantenna's cruelty shines through.

CARTOON CORNER The original MOTUC Mantenna figure, first released in October of 2013, was based on the design of the character's vintage action figure. This version of the character, released by Super7 as part of the Club Grayskull line, was based on the character's appearance in the Filmation POP cartoon, where he had a prominent recurring role as a member of the Evil Horde.



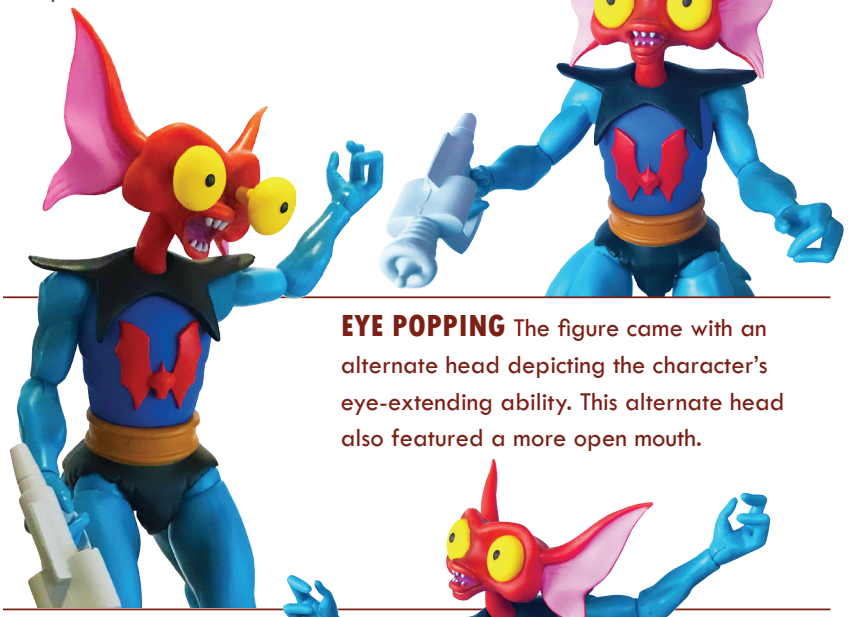
ACCESSORIES

GALLERY

MOTUC #253 • AFFILIATION The Evil Horde • SUBSCRIPTION N/A • PRICE $35
ORIGINAL FIGURE RELEASE Super7.com (March 2019) • RELEASE TYPE Boxed Figure

GUNS OUT Mantenna's gun was based on a weapon he used in the Filmation POP cartoon.

EYE POPPING The figure came with an alternate head depicting the character's eye-extending ability. This alternate head also featured a more open mouth.



HE'S GOT LEGS The figure sported four separate, fully articulated legs.

GIMME A HAND The figure came with two pairs of hands — one gripping and another more open.

COMPARISON TIME Club Grayskull Mantenna (*far right*) is shown here standing alongside the original MOTUC Mantenna figure (*immediate right*).

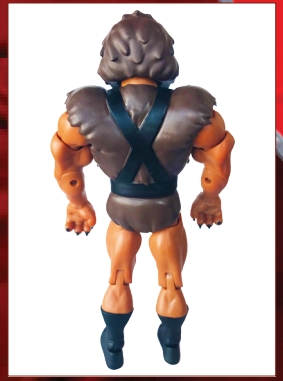
TRIVIA

Mantenna was the first figure in either Club Grayskull or Classics to come with a pair of swappable hands.

The back of the figure's box featured an illustration of Mantenna standing in front of the Fright Zone.

Club Grayskull

GRIZZLOR



BIO With his great size, fearsome fangs, fur-covered body, and ferocious nature, Grizzlor is one of the most horrifying members of the Evil Horde. As the prison keeper of Hordak, it is his job to preside over the terrible dungeons of Beast Island, guarding the prisoners, whilst ensuring that the horrific beasts never leave. Grizzlor does not possess a great deal of intellect and is often mocked by his villainous allies, whilst his enemies often find simple ways of outwitting him in battle.

CARTOON CORNER The original MOTUC Grizzlor figure, first released in November of 2010, was based on the design of the character's vintage action figure. This version of the character, released by Super7 as part of the Club Grayskull line, was based on the character's appearance in the Filmation POP cartoon, where he had a frequently recurring role as a prominent member of the Evil Horde.

ACCESSORIES

GALLERY

MOTUC #254 • AFFILIATION The Evil Horde • SUBSCRIPTION N/A • PRICE $35
ORIGINAL FIGURE RELEASE Super7.com (March 2019) • RELEASE TYPE Boxed Figure

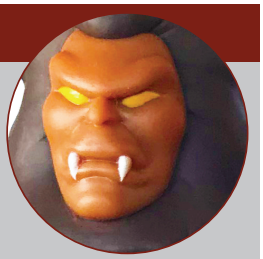
SIMPLY STUNNING Grizzlor's stun baton was based on a Horde weapon used in the Filmation POP cartoon.

SHIELD ME The figure's second accessory was this Horde-style shield. In spite of the figure's big, open hands, he was able to easily hold both accessories.

HAIR TODAY, GONE TOMORROW This was the first-ever figure release of Grizzlor that did not feature actual fur. This figure was given plastic fur in order to more closely replicate his on-screen cartoon appearance.

COMPARISON TIME Club Grayskull Grizzlor (*far right*) is shown standing alongside the original MOTUC Grizzlor figure (*immediate right*).

TRIVIA



Beast Island, which was mentioned in this figure's bio, was also the title of the second episode of the Filmation POP cartoon.

WORK OF ART The back of the figure's box featured an illustration of Grizzlor standing in front of the Fright Zone.

SLAMURAI

Heroic Master of Martial Arts

ACCESSORIES

BIO Slamurai was an honorable warrior who protected his home world of Bashido from Ninjor and an army of Terror-Cottas, defeating them with his Katana of Kuron which enabled him to magically outnumber his foes. He intended to live in peace until the magician Uncle Montork arrived seeking allies to help defend Trolla. Slamurai took up his Helm of Hikari, enchanted by the honor of his ancestors and able to protect him from evil spells. He then joined Uncle Montork's reinforcements to turn the tide against the Revenge Squad after the death of Skeletor. Slamurai's helm enabled him to free his friend Ra-Jar from the mind-controlling spells placed upon him by Lady Slither. Never one to boast, Slamurai returned home without celebration only to discover Ninjor had taken his own revenge by turning his wife Ageisha to stone with magic stolen from the Snake Men. Grief-stricken, Slamurai buried his enchanted helm at her feet, hoping its magic might restore her to life eventually. He then donned an assassin's garb and searched for Ninjor as a spy and assassin-for-hire, thwarting villains across the universe by infiltrating their organizations while also gathering information on Ninjor's whereabouts. His quest ended on Eternia, where he thwarted Ninjor's attempted assassination of He-Man on the day of his coronation, even though saving the Eternian cost him his chance to obtain vengeance. With skillful stealth and masterful fighting styles, Slamurai counters evil's every strike!

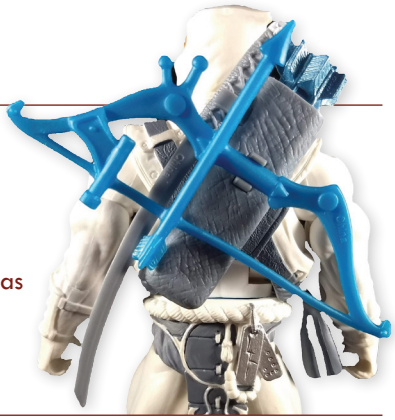
SAME AS Slamurai was comprised completely of existing figure parts. He utilized Ninja Warrior's head and armor, He-Man's forearms, Jitsu's belt, Demo-Man's calves, Keldor's feet, and the standard male torso, shoulders, biceps, hands, upper legs, and furry loincloth. The figure was very closely based on the character's vintage concept art with the exception of the forearms, which should have been smooth instead of wearing He-Man's asymetrical gauntlets.

MOTUC #255A • AFFILIATION None • SUBSCRIPTION N/A • PRICE $165
ORIGINAL FIGURE RELEASE Power-Con (August 2019) • RELEASE TYPE Boxed 3-Pack

EN GARDE Slamurai came armed with repainted versions of all of Ninja Warrior's weapons, including this scimitar.

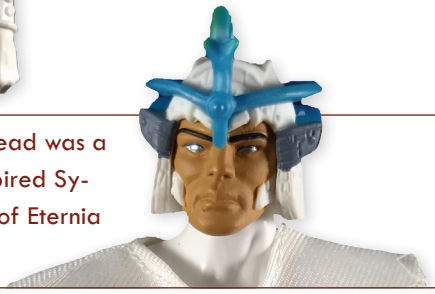
READY, AIM Slamurai's bow, which was a blue version of the bow that came with Ninja Warrior, had a solid plastic (and therefore non-functioning) string, as well as a single permanently-attached arrow.

PLASTICS Slamurai's final weapon was a pair of nunchucks with white handles. The version that originally came with Ninja Warrior had black handles.



STORAGE SPACE Slamurai's removable quiver featured non-removable arrows and could store two of the figure's three weapons. This quiver was first released in brown and silver with Ninja Warrior but was recolored gray and blue for Slamurai.

NICE THREADS Slamurai came packaged with an alternate fabric tunic and belt. The vintage Ninjor figure had come with a similar fabric tunic (in black), but this had been dropped in favor of a molded plastic tunic for the MOTUC Ninja Warrior figure.



HEADS UP Slamurai's alternate head was a repainted version of the 200x-inspired Sy-Klone head included in the Heads of Eternia pack released in 2015.

TRIVIA

In the late 1980s, as sales of the Masters of the Universe toyline began to rapidly decline, Mattel brainstormed several ideas to try to keep the dying brand afloat. One such idea was to release a wave of figures comprised entirely of existing parts, which would save the company a large amount of money in tooling costs. Artwork (*shown below*) was created for several new characters that would have comprised a seventh wave of figures, with plans for release in 1988. Ultimately, the line was cancelled before these figures were ever made, but all of these characters were finally immortalized in plastic in MOTUC, first with Strobo in 2013, and then with Lord Gr'Asp, Terroar, and Plasmar as a 3-pack made exclusively for Power-Con in September of 2017. The remaining concept characters — Slamurai and the Snake Troopers — were released in a 3-pack at Power-Con in August of 2019.

SNAKE TROOPERS

Slithering Cyborgs of the Snake Men

ACCESSORIES

BIO A host of Snake Men soldiers followed Lord Gr'Asp when the Unnamed One sent him to forge an alliance with Horde Prime that would enable the evil Trollan to escape from the Nameless Dimension. Though loyal, these soldiers could never have imagined their ghastly fate. To ratify their treaty, Horde Prime augmented Gr'Asp's troops with Horde World science. Surgically enhanced with bionics and transformed into self-repairing cyborgs, the hapless soldiers were also lobotomized and connected to the central computer-brain of the Horde Troopers. Outfitted in armor bearing the Evil Horde crest, the brigade came to symbolize a new unholy alliance. They accompanied Gr'Asp to Eternia, which was reeling from an invasion by the forces of Hordak. Despite animosity between the Evil Horde and the Snake Men, Gr'Asp met with King Hssss and convinced him to join Hordak for an assured Eternian victory. Mistrustful of the cyborg soliders, which he referred to as Gr'Asp's "unblinking abominations," King Hssss nonetheless saw value in these powerful minions and agreed that a temporary allience with his old enemy could prove beneficial. After the Second Ultimate Battleground, the Snake Troopers followed Gr'Asp when he escaped to join Lady Slither on Trolla. There, Fang-Or repaited the troopers' cybernetics, but failed to notice the Evil Horde chip implanted in their brains. When Slither's forces returned to Eterniia, the Snake Troopers were paired with the Diabolical Snakes, now overseen by Reptilax, forming a deadly team of soldiers and assassins. To Lord Gr'Asp's chagrin, the Snake Troopers later obeyed Hordak's "reawakened" spirit, which used its new robotic armor to manually control the Snake Troopers' Evil Horde mind-chips.

SAME AS The Snake Troopers were comprised completely of existing figure parts. They utilized Rattlor's head (each head cast in a different shade of green), King Hssss' legs, and Hordak's feet. All other body parts were taken from the Horde Trooper in a black and gold color scheme instead of gray and black.

MOTUC #255B • AFFILIATION The Snake Men / The Evil Horde • SUBSCRIPTION N/A • PRICE $165
ORIGINAL FIGURE RELEASE Power-Con (August 2019) • RELEASE TYPE Boxed 3-Pack

HAVING A BLAST The only weapon that came with the Snake Troopers was Blast Attak's weapon in gold plastic instead of red.

HEADS UP Both Snake Troopers utilized Rattlor's head sculpt, but one was a dull, dark green while the other was a brighter green.

HEADS WILL ROLL The Snake Troopers also looked good sporting the heads from the previously-released Snake Men two-pack.

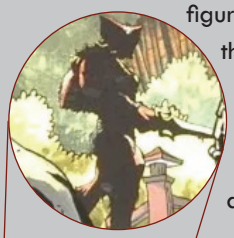
ALTERNATE VIEWS The Snake Trooper armor was removable, revealing the Horde Trooper upper torso underneath.

TRIVIA

For the history behind the Snake Troopers and the rest of the unreleased vintage 1988 wave, see the trivia on Slamurai on page 553.

The artwork below, which was created for the cancelled vintage 1988 wave, depicts the Snake Troopers in combat with Strobo.

The back of the Slamurai/Snake Troopers box (*below*) featured all-new artwork showing the characters in a battle scene. There was a fourth character in the background of the image, partially hidden in shadow; this was Felinor, a character created for a line of figures called Fuerza-T, which was released by toy company Top Toys in Argentina in 2003. The series consisted of eight figures that reused molds from the original Masters of the Universe toyline. The Felinor figure utilized parts from the vintage Mer-Man, Skeletor, and Beast Man figures.



HORDE ZOMBIE HE-MAN

Mind-Controlled Monster of the Evil Horde

ACCESSORIES

BIO Surrendering himself to Hordak in order to save hostages Bouldron and Quartzara, He-Man became the first of many victims of the dreaded Slime Pit! Operated by Hordak's swinish minion Slymepig, the Slime Pit coated He-Man with slime enchanted with pure malevolence. Horde Zombie He-Man became Hordak's menacing mind-controlled enforcer sent to destroy Skeletor until the elder Stonedar freed him with the magic of the Sun Stone. He-Man destroyed the Slime Pit, setting free its other victims, but remnants of Hordak's slime remained. After the Reawakening, Skeletor's former pig boy Slob Boar convinced his Porcinian kinsman Slymepig to help Skeletor use the slime remnants to remake the Slime Pit and again possess He-Man to lead an army of slime-covered Mutant Bone Warriors. To save her brother, She-Ra augmented her healing abilities with the magic of the Scepter of Power and eradicated the evil slime once and for all.

FROM PAGE TO PLASTIC

The concept of "Horde Zombie He-Man" originated with the 1985 Mattel mini-comic "Escape From the Slime Pit!" which was packaged with the vintage Slime Pit playset. In the story, Hordak forces He-Man into the titular Slime Pit, where He-Man is covered in a green ooze that turns him into an evil green monster.

MOTUC #256 • AFFILIATION The Evil Horde / The Evil Warriors • **SUBSCRIPTION** N/A • **PRICE** $55
ORIGINAL FIGURE RELEASE Power-Con (August 2019) • **RELEASE TYPE** Carded Figure

SAME AS Horde Zombie He-Man was a re-release of the basic He-Man figure cast in translucent green plastic with a green and orange harness. One deviation however was the use of Tri-Klop's left gauntlet instead of He-Man's standard asymetrical left gauntlet.

< GOING GREEN Horde Zombie He-Man came with a translucent green version of the Sword of Power, making its 24th appearance in the toyline.

DON'T AXE ME The figure's second accessory was the King Grayskull / He-Man axe, also cast in translucent green plastic.

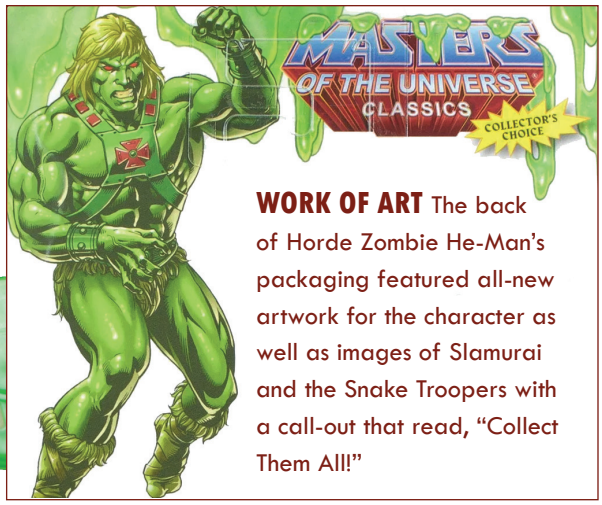
SHIELD ME Horde Zombie He-Man's third and final accessory was the King Grayskull / He-Man shield cast in translucent green plastic.

HEADS WILL ROLL Horde Zombie He-Man came packaged sporting a green, "zombified" version of the Oo-Larr head sculpt (*top, left*), but he also came with two alternate zombified heads: the standard He-Man figure head (*top, middle*) as well as the vintage-inspired He-Man headsculpt (*top, right*) that was first released with Oo-Larr.

TRIVIA

Horde Zombie He-Man was released as a single carded figure exclusive to Power-Con in August of 2019. The figure retailed for $55.

Horde Zombie He-Man came on the standard green-rock MOTUC card with added "slime" graphics covering some of the artwork. This made Horde Zombie He-Man the only single-carded MOTUC figure besides Anti-Eternia He-Man to come with its own unique packaging.



WORK OF ART The back of Horde Zombie He-Man's packaging featured all-new artwork for the character as well as images of Slamurai and the Snake Troopers with a call-out that read, "Collect Them All!"

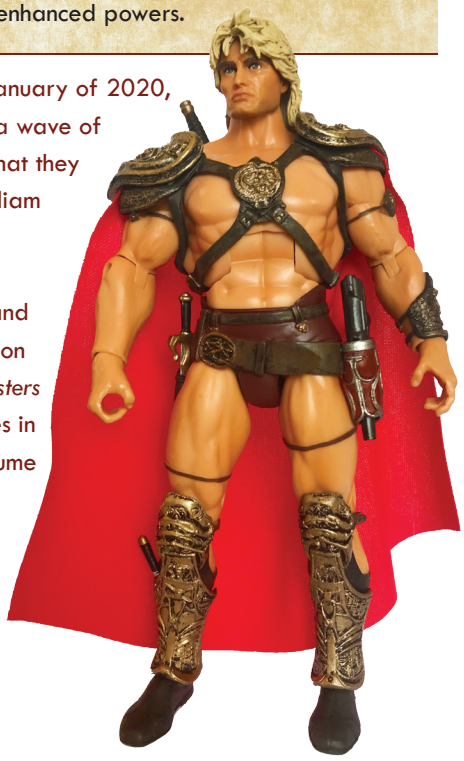
REBEL LEADER HE-MAN

Heroic Defender of Eternia

ACCESSORIES

BIO He-Man: Renegade! Skeletor, having finally stolen one of the Cosmic Key prototypes created by Gwildor, banished his brother King Randor into Despondos. He then used the evil doppelgänger android Faker to trick the people of Eternia into believing He-Man was a Gar traitor all along and their king's assassin. Forced at last to reveal his true identity as Prince Adam, He-Man led the renegade Masters of the Universe in a rebellion against Skeletor's despotic rule. Wearing armor crafted in the Great Forge with the fire of Granamyr and the Spelean metal-masters of Lord Dactus, He-Man became a symbol of hope on Eternia like never before. While his clash with Skeletor took him to the stars and beyond, He-Man eventually became King of Eternia and regained his youth during the events of the Reawakening. When a resurgent Skeletor stole the powers of the old gods to become nearly omnipotent, He-Man donned his rebel armor once more, for enchantments placed upon it by both the Sorceress and the Goddess protected him from Skeletor's divinely enhanced powers.

SCREEN GEMS In January of 2020, Super7 released a wave of MOTUC figures that they dubbed the "William Stout Collection." William Stout is an American fantasy artist and illustrator who served as the production designer on the 1987 live-action *Masters of the Universe* movie. The four figures in this wave were based on Stout's costume designs from that movie, with the Rebel Leader He-Man figure serving as a plastic recreation of Dolph Lundgren's portrayal of He-Man.



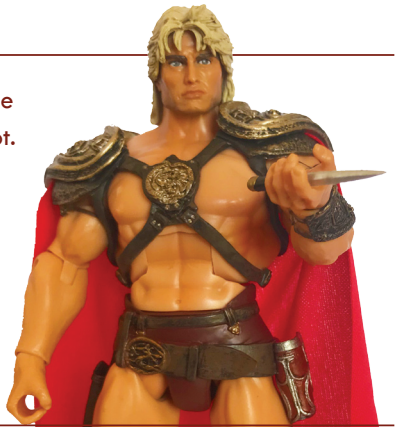
SEEING RED The figure sported a red cloth cape, one of the very few instances of soft goods being used in MOTUC. Neither the cape nor the figure's armor was removable.

MOTUC #257 • AFFILIATION Heroic Warriors • SUBSCRIPTION N/A • PRICE $35
ORIGINAL FIGURE RELEASE Super7.com (January 2020) • RELEASE TYPE Carded Figure

EN GARDE The first of He-Man's four accessories was his sword, based on its design in the 1987 film. When not in use, the sword could be stored on the figure's back

GOT THE POINT The dagger accessory sported a design that appeared to be based on the classic Sword of Power. When not in use, the dagger cold be stored in a sheathe on the figure's right hip.

CUTS LIKE A KNIFE He-Man's small knife accessory could be stored in his right boot.



GUNS OUT The 1987 movie was one of very few official MOTU media that depicted He-Man with a gun. The figure's gun accessory was based on its movie design.

HEADS UP The figure came with an alternate head sculpt that was likely based on William Stout's costume design sketches for the character.

TRIVIA

Rebel Leader He-Man stood about half an inch taller than most other figures in the MOTUC toyline.

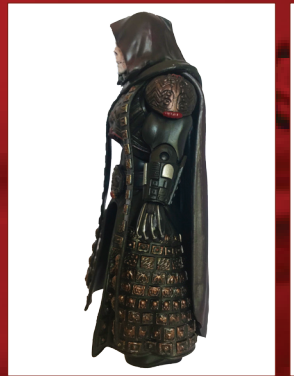
While this figure was based on the character's design in the 1987 movie, the official bio made little (if any) reference to the film's plot.

WORK OF ART The back of He-Man's packaging featured new artwork for the character as well as a line-up of other figures currently available for Masters of the Universe Classics and Club Grayskull.

DARK DESPOT SKELETOR

Evil Tyrant of Eternia

BIO Skeletor triumphant! After finally using the stolen Cosmic Key to beam his army of orcs, skeletrons, centurions, and Robot Knight battalion into the Palace of Eternos, Skeletor claimed the Scepter of Power. Adorned in the black robes of ancient Gar kings, and armor forged by Spikor in the heat of the magic fire of Draego-Man, Skeletor raised his Havoc Staff, itself transformed with secrets stolen from The Faceless One, as a symbol of Skeletor's new imperial order. While his fight with his rival He-Man reached into the cosmos, Skeletor eventually fell in battle only to be reborn again years later with the magic of his secret bride Evil-Lyn, who fashioned her own regal attire after that of her mother Queen Maligna. His deadly visage temporarily misshapen by the effects of the life-giving Scepter of Power, Skeletor regained his kingly garments and once again united the armies of darkness under his skull sigil. Now facing both Twins of Power on Eternia, Skeletor sought new dark alliances in a plot to steal the divinity of the old gods, including the evil Snake Goddess Serpentia.



SCENE STEALER The second figure in Super7's William Stout Collection was Dark Despot Skeletor, which was based on Frank Langella's depiction of the villain in the 1987 live-action *Masters of the Universe* movie. The sculpting of the figure did an incredible job of capturing the intricate details of Langella's mask and costume while still utilizing some standard MOTUC parts.

TO THE NINES Unlike Rebel Leader He-Man, who came with a cloth cape, Skeletor's cape was made from plastic. Prototype images made the figure's clothing appear to be mostly black, but the production figure's clothing had a bit of a maroon/purple tint to it.

ACCESSORIES

MOTUC #258 • AFFILIATION Evil Warriors • SUBSCRIPTION N/A • PRICE $35
ORIGINAL FIGURE RELEASE Super7.com (January 2020) • RELEASE TYPE Carded Figure

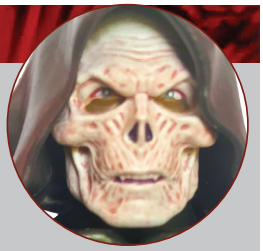
EN GARDE The first of Skeletor's three accessories was his sword, based on its design in the 1987 film.

CAUSING HAVOC No Skeletor figure is complete without his signature Havoc Staff, which was included here in its intricate1987 movie design.

ON KEY The version of the Cosmic Key included with Dark Despot Skeletor was more screen-accurate than the versions previously included with Preternia Disguise He-Man and Gwildor.

GROWNG UP Like Rebel Leader He-Man, Dark Despot Skeletor was slightly taller than most other figures in the MOTUC line, although this figure was not quite as out-of-scale as RL He-Man.

TRIVIA



Including "ultimate" editions, Dark Despot Skeletor and God Skeletor brought the total number of Skeletor figures released in MOTUC and Club Grayskull to 13, with an 11 year gap between the first and 13th figures.

WORK OF ART The back of Skeletor's packaging featured new artwork for the character as well as a line-up of other figures currently available for Masters of the Universe Classics and Club Grayskull.

GOD SKELETOR

Evil Deity of Destruction

BIO After his epiphany at the Celestial Library, Skeletor hatched a complex plan that transcended even his death and resurrection. Scheming to steal the power and knowledge of the gods, Skeletor absorbed the energies from the Star Tree, which transmuted his blood into godly ichor. He deceived Prince Adam into restoring Castle Grayskull, and tricked the evil Snake Goddess into divulging the language of the gods, enabling him to decipher the divine secrets of Grayskull's Great Eye. Forcing He-Man to surrender the Sword of Power before the Great Eye opened, Skeletor was sublimely transformed. Clad in golden armor and a horned helm, he proclaimed his godhood and demanded that He-Man kneel. Refusing, He-Man broke his bonds and grabbed hold of his blade, calling upon the power of Grayskull and battling Skeletor in the fiercest clash the universe had ever seen. With a titanic blow, He-Man shattered Skeletor's Havoc Staff, closing the Great Eye forever and reverting Skeletor to his mortal state. Furious, the villain rushed wildly at his archenemy, but fell through Grayskull's trapdoor into the Dwell of Souls. Later, from within the darkness, a voice intoned... "I'll be back."

ACCESSORIES

SCENE STEALER The third figure in Super7's William Stout Collection was God Skeletor, which was based on the character's appearance toward the end of the 1987 live-action *Masters of the Universe* movie, after he had absorbed the power of the universe.

MOTUC #259 • AFFILIATION Evil Warriors • SUBSCRIPTION N/A • PRICE $35
ORIGINAL FIGURE RELEASE Super7.com (January 2020) • RELEASE TYPE Carded Figure

QUITE THE PAIR With the exception of the newly-sculpted head and draping loin piece, God Skeletor was simply a repaint of the simultaneously-released Dark Despot Skeletor figure.

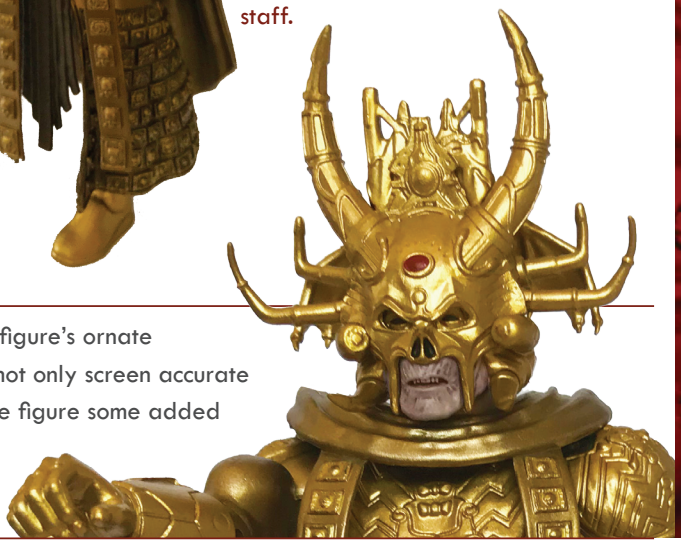
TRIVIA

Anthony De Longis, the actor, stunt man, and fight choreographer who played Blade in the 1987 *Masters of the Universe* movie, donned the "God Skeletor" costume for the movie's climactic final battle between He-Man and Skeletor.

TO THE NINES The figure's intricately detailed costume included small skulls on the decorative skirt piece.

WORK OF ART The back of Skeletor's packaging featured new artwork for the character as well as a line-up of other figures currently available for Masters of the Universe Classics and Club Grayskull.

WREAKING HAVOC God Skeletor's all-gold Havoc Staff was a simple repaint of the Dark Despot Skeletor's staff.



HAT'S OFF The figure's ornate headpiece was not only screen accurate but also gave the figure some added height.

COMMANDER KARG

Evil Master of Cruelty

ACCESSORIES

BIO Rumored to be the hideous descendant of an inbred Spelean archduke and a mad human baroness, Karg was raised in secrecy until his sadistic "ingenuity" attracted the attention of Skeletor. Named grand inquisitor of Snake Mountain, Karg mercilessly extracted information from captives. Sometimes tasked with command of important missions, such as leading a group of Evil Warriors to Earth in search of the Cosmic Key, the twisted fiend was finally apprehended by Lieutenant Andra, object of his warped fixations. He was sent to Prison Starr and kept in solitary confinement, where the ravages of age and isolation turned his hair white and his skin a ghastly ashen color. Eventually freed in the notorious breakout of the Evil Warriors, Karg returned to Eternia and, at a resurrected Skeletor's behest, purposely infected scores of unsuspecting Speleans with a long-forgotten contagion called "The Horror-Koth Plague." The plague spread among the Speleans, turning their skin blood-red and driving them to commit heinous acts of violence until they were saved by the legendary healing powers of She-Ra. Fearful of Skeletor's fury, Karg lied about his defeat and begged for his miserable life.

SILVER SCREEN Karg was a character created for the 1987 live-action *Masters of the Universe* movie. The character was previously released in MOTUC, but the figure's colors were based on his appearance in the *Masters of the Universe Magazine* (issue 11 - Summer 1987), where he was depicted with green skin, blonde hair and red eyes, versus the film where he had grey skin, white hair and yellow eyes. Karg was eventually repainted and re-released in a version closer to his screen appearance as the fourth figure in the "William Stout Collection."

MOTUC #260 • AFFILIATION Evil Warriors • SUBSCRIPTION N/A • PRICE $35
ORIGINAL FIGURE RELEASE Super7.com (January 2020) • RELEASE TYPE Carded Figure

GUNS OUT Commander Karg's gun accessory, which appeared to have been inspired by one of several guns used in the 1987 movie, was a straight re-release of the gun included with the first Karg figure.

CUTS LIKE A KNIFE Commander Karg's knife (Crucia, the Dagger of Agony) was a repainted version of the same accessory released with the original Karg figure. The gold blade here was pale blue in its original release.

OFF THE HOOK When the prototype for the original Karg figure was revealed, the figure sported a hook with a serrated edge. The final figure's hook had a smooth edge, but for the Commander Karg figure, the screen-accurate serrated hook was used.

COMPARISON TIME Commander Karg's (*above, left*) is shown standing beside the original Karg figure (*above, right*).

TRIVIA

The official bio for Crucia, the Dagger of Agony, can be found on page 527.

Robert Towers, who played Karg in the MOTU movie, also appeared in *The Curious Case of Benjamin Button* and *Star Trek: The Next Generation*.

WORK OF ART The back of Karg's packaging featured recolored artwork for the character as well as a line-up of other figures currently available for Masters of the Universe Classics and Club Grayskull.

Club Grayskull

KITTRINA

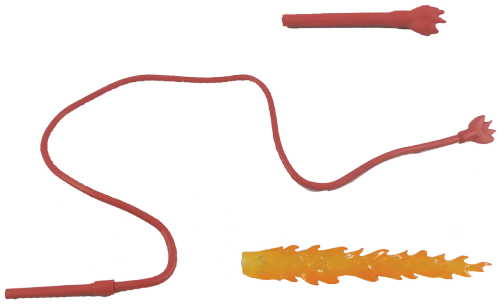
BIO Kittrina, a member of the ancient race of Cat People that dwell deep within the Vine Jungle, loyally serves the imposing King Paw. She is his most trusted warrior, and her ability to infiltrate and spy on an enemy is without equal. Her natural feline agility results in her being an incredibly skilled fighter. Whilst aiding the heroes to defeat the Grimalkin, her gusto won over Teela, whilst her flirtatiousness won over the mighty Battle Cat.

CARTOON CORNER Kittrina made her first and only media appearance in "The Cat and the Spider," the 66th episode of the Filmation MOTU cartoon series. Aspects of the episode's plot were mentioned in the figure's bio. It is noteworthy, however, that in the episode Kattrina's people were called "Cat Folk," not "Cat People."

CLAWS FOR CONCERN Kittrina's "claw baton" was based on the weapon she carried in her single cartoon appearance. When not in use, the accessory could be stored on her left leg.

WHIP IT GOOD Kittrina's second accessory was the claw baton extended into a whip (dubbed "claw paw whip" in the figure's sales copy), which was made from a soft rubber material. In her single cartoon appearance, Kittrina used the baton's extendible line as a grappling hook in order to escape from a crashing Wind Raider. In the cartoon, the line was white, not red.

ACCESSORIES



MOTUC #261 • AFFILIATION Cat People • SUBSCRIPTION N/A • PRICE $35
ORIGINAL FIGURE RELEASE Super7.com (January 2020) • RELEASE TYPE Boxed Figure

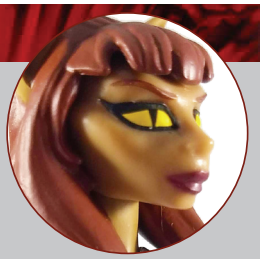
FLAME ON The figure's third and final accessory was a snap-on flame that was made from translucent orange plastic. This replicated the baton's ability to generate flame as seen in "The Cat and the Spider." The snap-on flame could also be added to Kittrina's whip.

HEADS OR TAILS Kittrina's tail was articulated with a swivel joint. The tail could be used for keeping the figure standing in action poses.

KITTRINA Fearless Feline Fighter!

A warrior known for her stealth and agility, Kittrina is descended from a Qadian group of cat folk that separated from Felis Qadi decades earlier. Retreating deep into the Vine Jungle, the offshoot pride swore to protect their people's artifacts after an interpretation of the Book of Saz led them to believe this was their sacred mission. Kittrina was charged by King Paw, her pride's leader, with retrieving a mystical statue unwittingly taken from their temple by Prince Adam and Melaktha. Employing her formidable skills, Kittrina broke into the Royal Palace and nearly succeeded in her mission, but was intercepted by Teela. Later, when Skeletor unleashed the ferocious Grimalkin demon from the statue, Kittrina was instrumental in helping He-Man and Battle Cat defeat the monster. Though she was initially mistrustful of outsiders, Kittrina's experience with He-Man and Teela caused her to rethink her prejudice. Shortly thereafter, Kittrina convinced King Paw to meet with Chief Carnivus, which eventually resulted in a reunification of the Qadian prides and, ultimately, an alliance with the forces of King Randor. Kittrina has returned several times to assist her friends in Eternos.

TRIVIA



Barring a revival of either toyline, Kittrina was the last character to receive a figure in either MOTUC or Club Grayskull.

The back of the figure's box featured an illustration of Kittrina standing in front of Castle Grayskull.

Kittrina was one of only three characters (four if you counted Kuduk Ungol) to receive a figure in the Club Grayskull line without first getting a figure in the MOTUC line (the other two being Dree Elle and Uncle Montork), the result being that Kittrina had an obviously simpler, more animated design when placed among MOTUC figures.

The first batch of "Masters Mondays" bios ended with the reveal of the Gold Sword of Power in November of 2020. But in August of 2021, it was announced that a new round of bios had been written and approved. The first of these, a MOTUC bio for Kittrina, was revealed on AdultCollector.org on February 28, 2022. The Kittrina bio was originally written for the character when she was planned for release as part of MOTUC before she was moved over to Club Grayskull, similar to what happened with the Uncle Montork/Dree Elle figures.

Club Grayskull

PRINCE ADAM

BIO Prince Adam, son to King Randor and Queen Marlena, fights a never-ending battle against the forces of evil has He-Man, The Most Powerful Man in the Universe. Adorned in his pastel-colored attire, Adam finds it difficult to maintain the role of the buffoonish Prince of Eternia, but knows that in order to distance himself from his alter ego, he must endure the charade. Those aware of Adam's secret identity are constantly proud of him, knowing that aside from physical strength, everything that makes He-Man a hero comes from Prince Adam.

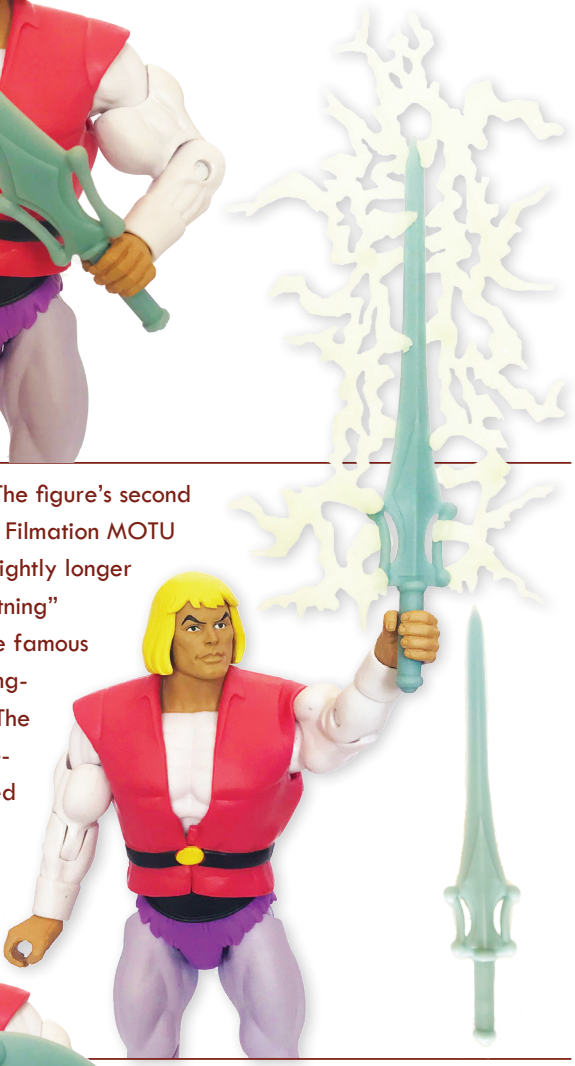
CARTOON CORNER This version of Prince Adam was of course based on his appearance in the Filmation MOTU cartoon, where he appeared in every episode. The figure was completely comprised of existing figure parts with the exception of his tunic and alternate head. The figure was quite screen-accurate with the exception of his skin tone, which was more tan than his paler on-screen hue.

ACCESSORIES

BECAUSE I'M HAPPY The figure came with an alternate grinning headsculpt, depicting the character's more happy-go-lucky personality. This was an all-new sculpt and not just a simple re-use of the Laughing Prince Adam head.

MOTUC #262 • AFFILIATION Heroic Warriors • SUBSCRIPTION N/A • PRICE $35
ORIGINAL FIGURE RELEASE Super7.com (January 2020) • RELEASE TYPE Boxed Figure

BY THE POWER OF GRAYSKULL Prince Adam came with two swords. The first was a simple re-released of the Sword of Power based on its Filmation MOTU cartoon design.



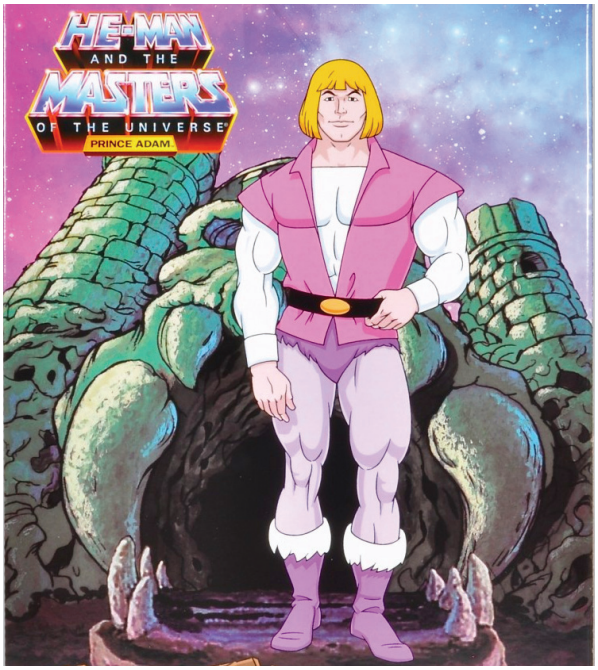
I HAVE THE POWER! The figure's second sword, also based on its Filmation MOTU cartoon design, had a slightly longer blade as well as a "lightning" attachment depicting the famous Prince Adam-transforming-into-He-Man sequence. The lightning was not only removable, but also glowed in the dark.

SHIELD ME This shield accessory, with additional maroon paint aps, was first released with the Club Grayskull Ultimate Edition He-Man figure.

GIMME A HAND The figure came with an alternate right hand that was articulated for better "sword aloft" posing.

TRIVIA

Prince Adam's tunic was new and not simply a re-use of the Laughing Prince Adam's tunic. This Adam figure's tunic lacked a slot to store his Sword of Power.



WORK OF ART The back of the figure's box featured an illustration of Prince Adam standing in front of Castle Grayskull.

Club Grayskull

SHADOW WEAVER

ACCESSORIES

BIO The young girl that would come to be known as Shadow Weaver betrayed both her teacher Norwin, and the planet of Etheria, to the Evil Horde in exchange for immeasurable power. Subsequently, Shadow Weaver became one of the most powerful beings on the planet, with a vast knowledge of dark magic at her disposal. Although Hordak favors science over magic, he values Shadow Weaver, and the Horde witch serves her master with an unwavering loyalty. The very sight of Shadow Weaver continues to fill most individuals with a chilling dread.

CARTOON CORNER Shadow Weaver was a character created for the Filmation POP cartoon, where she served as one of She-Ra's main antagonists and appeared in a total of 52 episodes.

SEEING DOUBLE Shadow Weaver had been previously released in MOTUC (*far left*) in February of 2012. The Club Grayskull version of the figure (*immediate left*) adhered more closely to her animated design in both detailing and colors.

MOTUC #263 • AFFILIATION Evil Horde • SUBSCRIPTION N/A • PRICE $35
ORIGINAL FIGURE RELEASE Super7.com (January 2020) • RELEASE TYPE Boxed Figure

FLAME ON This wand accessory, with its translucent plastic yellow tip, was based on a wand used by Shadow Weaver in the Filmation POP cartoon series.

ABRA CADABRA! This second wand accessory was very similar in design to the wand that came with the MOTUC version of Shadow Weaver, except this one had a translucent green orb versus the original's translucent light blue orb.

WATCH OUT Shadow Weaver's third accessory was a magical blast effect. It was originally intended that a small hole in one end would allow it to be attached to the figure's extended left index finger, but unfortunately the hole was not included in the production run.

WE ALL FLOAT DOWN HERE Shadow Weaver came with a clear, removable stand that allowed her to appear to "hover" above the ground.

FEELING FREE The cape/cloak of CG Shadow Weaver was not attached to her arms (unlike MOTUC Shadow Weaver).

TRIVIA

MOTUC Shadow Weaver had been a subscription exclusive figure, which made her one of the more rare figures in the collection. Her updated released in Club Grayskull was welcomed by fans who missed out on her the first time around.

WORK OF ART The back of the figure's box featured an illustration of Shadow Weaver standing in front of the Fright Zone.

Club Grayskull

MODULOK

ACCESSORIES

BIO The Eternian criminal scientist Galen Nycroft sought to overthrow Eternia. Transforming himself into the hideous creature known as Modulok, he initiallly joined the ranks of Skeletor, but soon defected to Etheria to align himself with the Evil Horde. Working for Hordak, Modulok has been able to create and invent a plethora of scientific wonders, all of which are often misused by his Horde allies. In battle, Modulok utilizes his ability to manipulate and transform his body parts into anything, making him an unpredictable foe.

CARTOON CORNER Modulok, a character created for the vintage MOTU toyline, made his animated debut in "Happy Birthday Roboto," the 113th episode of the Filmation MOTU cartoon. He appeared in three total episodes before appearing in "Gateway to Trouble," the 35th episode of the Filmation POP cartoon, making him the only character to transition permanently from one series to the other. He appeared in a total of six episodes of the POP cartoon.

SEEING DOUBLE Filmation's animators greatly simplified Modulok's design in translating him into animated form. The Club Grayskull Modulok figure therefore had a much simpler design compared to the MOTUC version of the character and also lacked the bodypart-swapping abilities of the MOTUC figure.

MOTUC #264 • AFFILIATION Evil Horde • SUBSCRIPTION N/A • PRICE $35
ORIGINAL FIGURE RELEASE Super7.com (January 2020) • RELEASE TYPE Boxed Figure

BETTER THAN ONE The figure came with two headsculpts which could be used individually or simultaneously via a removable neck piece. Modulok never appeared with two heads in any of his animated series appearances.

PRESTO CHANGE-O Modulok's ability to transform his arms into weapons was introduced in his debut episode. The figure came with two swappable hand attachments to simulate this ability, the first being this electrode.

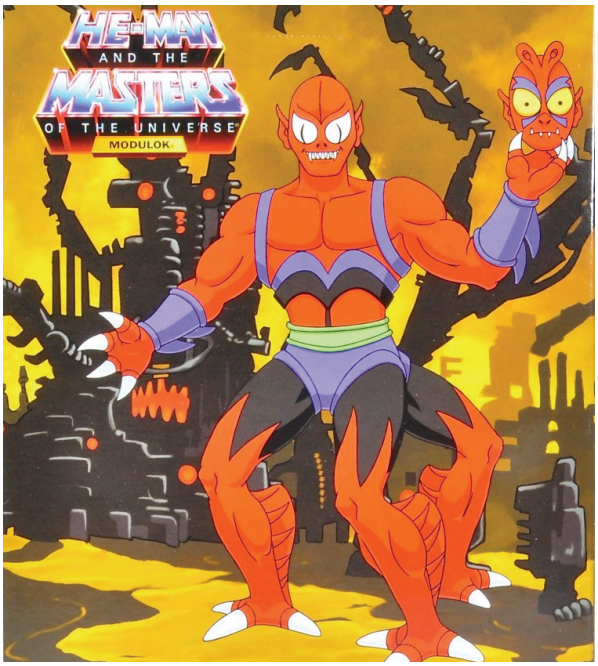
HAMMER TIME! The figure's second arm attachment was a hammer.

HEADS UP Modulok's alternate head could be seen briefly in the Filmation MOTU episode "Happy Birthday Roboto," although in its animated form the second head seemed to be cybernetic rather than organic as conceived by Mattel for the vintage action figure.

GIMME A HAND Modulok came with two pairs of hands. The default pair were in a slight gripping pose, while the alternate pair had open fingers.

TRIVIA

This version of Modulok sported three fully-articulated legs. Unlike the MOTUC version of the character, the legs were not removable.



WORK OF ART The back of the figure's box featured an illustration of Modulok standing in front of the Fright Zone.

Club Grayskull

ROBOTO

BIO Roboto, an explorer from the alien planet of Robotica, is a powerful addition to the Heroic Warriors. He possesses tremendous physical strength and can effortlessly walk through any structure. He can also generate an electrical charge throughout his body which can paralyze any foe, and he has the ability to absorb energy from any source. He has a surprising emotional depth that is a result of his initial encounter with Modulok and the heroes of Eternia. With his life saved by Man-At-Arms on two separate occasions, Roboto displays unwavering loyalty to his friends.

ACCESSORIES

CARTOON CORNER

By the time Roboto was introduced in the vintage Mattel MOTU toyline, the Filmation MOTU cartoon series was drawing to a close. As a result, Roboto appeared in only a single episode, "Happy Birthday Roboto," which was the series' 113th episode (out of 130). Much of the episode's plot was summarized in this figure's bio. Incidentally, this episode also featured the debut of Modulok, who was released as a Club Grayskull figure in the same wave as Roboto.

SEEING DOUBLE

Roboto's design was greatly simplified for his animated appearance. The Club Grayskull Roboto figure therefore had a much simpler design compared to the MOTUC version of the character while also standing a bit taller.

MOTUC #265 • AFFILIATION Heroic Warriors • SUBSCRIPTION N/A • PRICE $35
ORIGINAL FIGURE RELEASE Super7.com (January 2020) • RELEASE TYPE Boxed Figure

GUNS OUT Roboto came with three swappable weapon attachments, all of which fit on his right arm. The first one was this gun attachment.

THE CLAW! Roboto's second attachment was a claw. In his single animated appearance, the claw was the only attachment that Roboto used.

GIVEN THE AXE Roboto's third and final attachment was an axe.

HEAVY METAL Unlike the MOTUC version of this character, the gears inside the Club Grayskull version of Roboto did not move when the figure's waist was turned. Additionally, this version of Roboto lacked the jaw articulation of the MOTUC version.

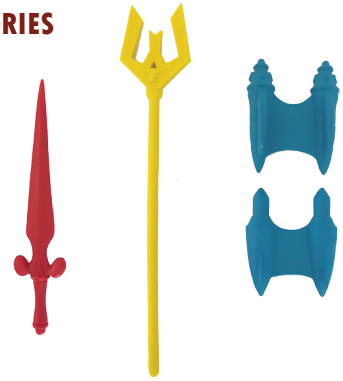
TRIVIA

The figure's weapons could not be attached to its left hand, nor were the attachments interchangeable with the MOTUC version of the figure.

WORK OF ART The back of the figure's box featured an illustration of Roboto standing in front of Castle Grayskull.

Club Grayskull
STRATOS

ACCESSORIES



BIO Stratos is the wise and greatly respected leader of Avion, a kingdom that sits high atop the peaks of the Mystic Mountains. Imbued with the power of flight by the Egg of Avion, the speed and agility of Stratos in the air proves to be of great advantage over his foes. On occasion, the leader of the Birdpeople wields the powerful Staff of Avion. Stratos, with the help of Birdpeople like his sister Delora, not only protects his home from the forces of evil, but fights alongside He-Man with unquestionable loyalty when he is called upon.

CARTOON CORNER Stratos made frequent appearances in the Filmation MOTU cartoon. This Club Grayskull version of the character was of course based upon his animated appearance.

SEEING DOUBLE The Club Grayskull Stratos figure had a much smoother, more streamlined design compared to the MOTUC version of the character.

MOTUC #266 • AFFILIATION Heroic Warriors • SUBSCRIPTION N/A • PRICE $35
ORIGINAL FIGURE RELEASE Super7.com (January 2020) • RELEASE TYPE Boxed Figure

EN GARDE While Stratos did occasionally wield a sword in the Filmation MOTU cartoon series, this sword, dubbed the Sword of Ennael in sales copy, was simply a re-release of the Club Grayskull Teela sword in red. *Ennael* is *Leanne* spelled backwards — likely in honor of a comic illustrator (and renowned Stratos fan) of the same name.

WELL STAFFED The Staff of Avion was introduced in the "Reign of the Monster," the 16th episode of the Filmation MOTU cartoon series.

IT'S A BIRD! Stratos came equipped with two version of his jetpack: one that was more simplified (like its animated appearance) and another that was slightly more detailed (like the vintage action figure's jetpack).

TRIVIA

The figure's wings were articulated at the wrists, allowing them to be rotated around the arm. They were not attached to the straps on the figure's biceps.

WORK OF ART The back of the figure's box featured an illustration of Stratos standing in front of Castle Grayskull.

SNAKE MOUNTAIN

Evil Stronghold of Skeletor

BIO Deep within the Dark Hemisphere of Eternia stands Snake Mountain, sinister lair of Skeletor. Illuminated by the glow of Blood Falls, one of the mountain's peaks is wrapped in the stone coils of Serpos, while the demon face of Ka is hewn into the other. Filled with traps and unspeakable dangers, Snake Mountain once served as a temple for King Hssss and the Snake Men, though the fortress remained uninhabited for eons after Hssss' banishment. Few had the temerity to come near it and none since Hssss would dare to call it home until Skeletor. With Evil-Lyn at his side, he claimed the foul fortress, making a throne of bones for himself and using the stolen Golden Disks of Knowledge to unlock the mountain's secrets. From within Snake Mountain, Skeletor and his Evil Warriors plotted the conquest of Eternia. When Skeletor left for the Tri-Solar System, his minion Jitsu held the fortress, awaiting his return, only to be usurped by Evil-Lyn and her son Malkyn, "the Skeleteen." Skeletor later reclaimed the stronghold, however, treating his son as a lackey and precipitating Malkyn's eventual rejection of his father's evil ways. Now, with Havoc Staff in hand, grim Skeletor stands once more as the sole Lord of Snake Mountain.

ACCESSORIES

VINTAGE VAULT The vintage Snake Mountain playset was released in the original toyline's third wave in 1984.

BACKGROUND Mattel first unveiled the MOTUC version of Snake Mountain at SDCC in July of 2015, but the fate of the playset remained in limbo when Mattel ceased production on MOTUC in 2016 and the license was given to Super7. The playset finally went up for pre-order in April of 2019 at a price of $599.99 plus shipping. Snake Mountain began shipping to collectors in November of 2020, exactly seven years after the release of the only other MOTUC playset, Castle Grayskull.

MOTUC #267 • AFFILIATION The Evil Warriors • SUBSCRIPTION N/A • PRICE $600
ORIGINAL FIGURE RELEASE Super7.com (November 2020) • RELEASE TYPE Boxed Playset

DESIGN DECISIONS Several design changes were made to the MOTUC version of Snake Mountain in comparison to the vintage toy. Most of these changes brought the playset closer to its design in its various animated appearances. The left-hand side of the playset was given more of a mountain peak, with the snake wrapping around the mountain and its giant head appearing to the left of the playset instead of being more centrally located (1). Other changes included the addition of the Blood Falls (2), several more hidden monster faces and spikes, a ledge above the left-hand tunnel entrance (3), and a breakaway wall below the ledge and shackles on the right (4).

TRIVIA

While the interior of the vintage playset offered little in the way of play value, the MOTUC version featured a second floor platform, a jail cell, a monster face surrounding the tunnel entrance, and swappable monster heads on the walls.

The playset was approximately 38" tall, 42" wide, and 17.5" deep when opened.

The Snake Mountain box art was created by artist Jason Edmiston. Included within the packaging was a 40" x 40" poster of this artwork with the Snake Mountain bio printed on the back.

Several features and accessories for the playset were dropped before production. These included a pair of Filmation-inspired gargoyles; two wall clips for storing shields; re-releases of Draego-Man's shield, Skeletor's bone sword in purple, and Blade's whip in green; storage space above the tunnel entrance; a small lizard creature; and a work bench for Tri-Klops.

SNAKE MOUNTAIN
(continued)

STRIKING The giant snake (1) featured a detachable head guarding the hinged gate atop the mountain. It was originally planned for the Snake's jaw to be hinged, but this was dropped before production.

TUNNEL VISION This small tunnel (2) on the lower left allowed for ground-level entry into the mountain, just like the vintage playset.

I LAVA YOU The mountain's "Blood Falls" (3) were made from a translucent red plastic, allowing them to glow if lit from behind.

BOUND FOR TROUBLE Shackles with real metal chains (4) could be used to bind most MOTUC figures at the wrists.

BREAKAWAY This hidden, breakaway wall (5) allowed figures to break into the interior dungeon to make a daring rescue.

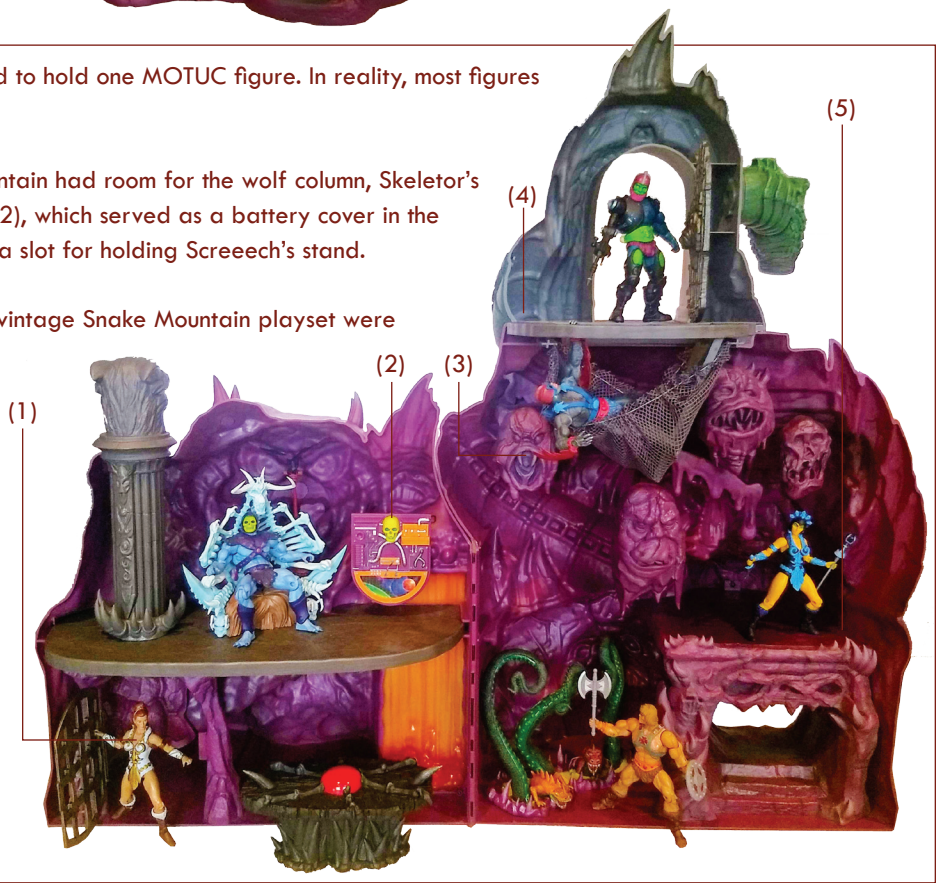
LOCKED UP This tiny jail cell (1) was designed to hold one MOTUC figure. In reality, most figures were too large to be stored within.

THRONE ROOM The second floor of the mountain had room for the wolf column, Skeletor's bone throne, and this computer control panel (2), which served as a battery cover in the vintage playset. Behind Skeletor's throne was a slot for holding Screeech's stand.

FOUR HEADS While the interior walls of the vintage Snake Mountain playset were rather bare-bones, the MOTUC version featured four swappable ghoulish heads (3).

WATCH YOUR STEP A tiny lever activated this trap door (4), dropping one figure into the net below. It was originally planned for one of the monster faces to serve as the trap door lever, but this was dropped before production.

TAKING A STAND A small platform (5) above the ground-level access tunnel allowed space for figure display.



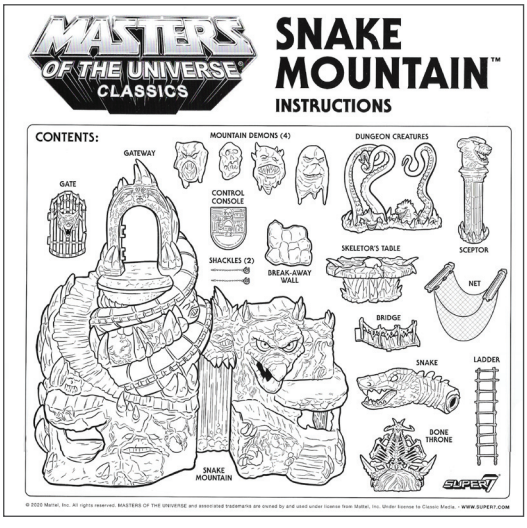
LET'S TABLE THIS DISCUSSION This table, which featured an orb used by Skeletor to spy on his enemies, made its debut in the Filmation MOTU animated series, first appearing in the cartoon's debut episode "Diamond Ray of Disappearance."

IT'S THE PITS This pit monster accessory was based on a sticker illustration from the vintage Snake Mountain playset. This 3D-reinterpretation of that sticker came fully painted but featured no articulation or bendable wiring.

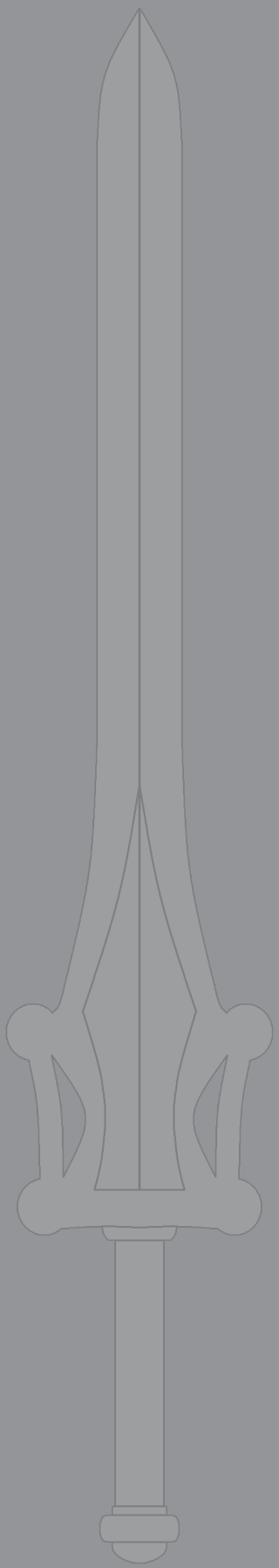
KING OF THE MOUNTAIN Skeletor's Bone Throne, like the table above, debuted in the Filmation cartoon episode "Diamond Ray of Disappearance" and was prominently featured throughout the series. Neither of these accessories were included with the vintage Snake Mountain playset.

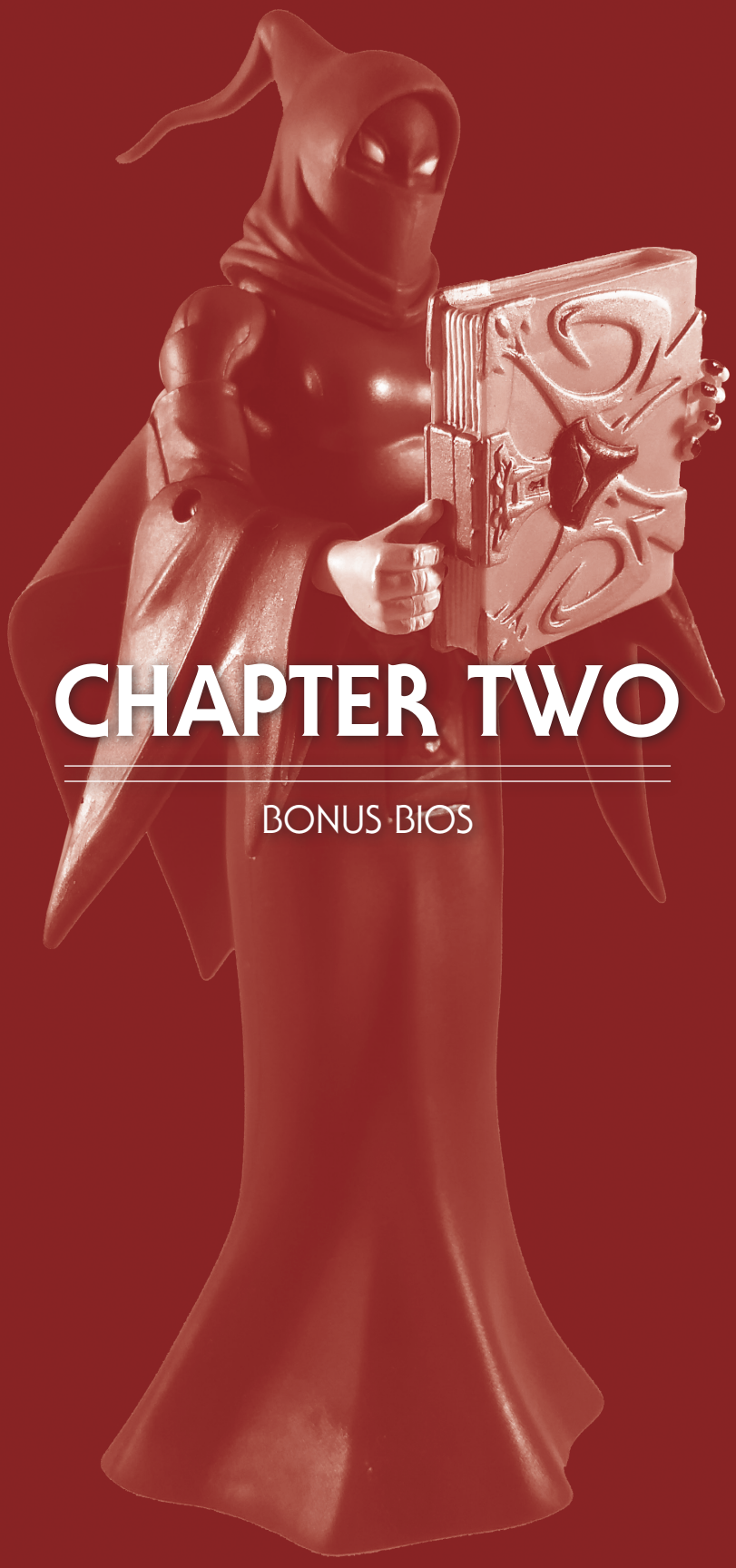
GOING UP This ladder, an update of a similar accessory that came with the vintage Snake Mountain playset, shared sculpting with the ladder that came with the MOTUC Castle Grayskull, only this ladder was brown instead of gray.

SOME ASSEMBLY REQUIRED Also included with the playset was a set of assembly instructions prominently featuring Orko.



STORAGE SPACE In the vintage Snake Mountain playset, the Wolf Column functioned as a voice-changing microphone. While it was briefly considered for the MOTUC Snake Mountain to include bluetooth speaker technology, in the end all electronics were dropped for the playset, and instead the Wolf Column was given a hinged door within interior storage space for weapons and accessories. The base of the column featured a peg hole to attach to the second floor platform.

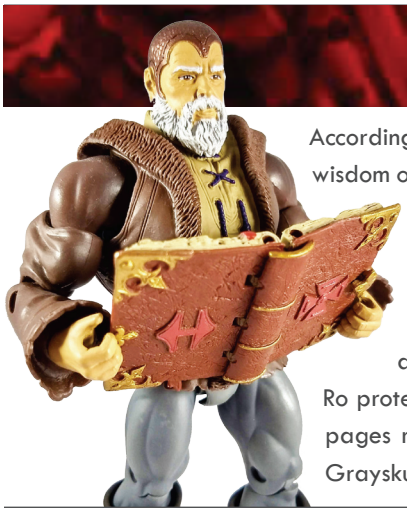




CHAPTER TWO

BONUS BIOS

BOOK OF LIVING SPELLS



According to the celestial bard Songster, the Book of Living Spells was one of five magic tomes containing the wisdom of creation and entrusted by the gods to the five most powerful wizards in the universe: Eldor, Keclar, Noah, Ramlin, and Tauron.* Eldor kept the Book of Living Spells on Eternia where its magic had been used by the old gods to breathe life into many elemental creatures, including the Rock People and Fire People of Subternia, the many-armed guardian Procrustus, and the nature god Moss Man, all of whom became defenders of Eternia. While the Living Spells could bring life, they could also take it away, and so evil forces coveted the book for its power. Eldor and his apprentice He-Ro protected the book, but after He-Ro's death Eldor and the book disappeared from history. The book's pages resurfaced in the era of King He-Man to help the Sorceress Teela restore the destroyed Castle Grayskull and purify the Reawakening in which many dead heroes and villains of Eternia returned to life.

These five wizards all originated from different MOTU media: the vintage toyline (Eldor), the UK MOTU magazine comics (Keclar), the Filmation POP cartoon (Noah), the New Adventures of He-Man cartoon (Ramlin), and the Filmation MOTU cartoon (Tauron).

CRINGER

Heroic "Secret Identity" of Battle Cat

Faithful friend to Prince Adam, Cringer loves nothing more than dinner followed by a nap or a romp through the forest with Orko. A descendant of the mysterious felines of the Green Tiger Tribe, Cringer possesses his ancestors' sentience and ability to speak, traits shared by his alter ego. Known for his meekness, Cringer is terrified of most things, shaking uncontrollably at the very notion of danger. Behind his cowardice lies a courageous heart, for though he loathes the transformation into Battle Cat, Cringer is Adam's truest ally. Before He-Man left for Primus, he asked Cringer to "keep an eye on the family." For several years, Cringer and Orko helped watch over Adam's son Dare, until Teela summoned Cringer to Grayskull for a special mission. There, she manipulated Grayskull's energies, channeling them through Adam's old electronic Sword of Power. The weathered sword's final blast of transformative power succeeded in turning Cringer into Battle Cat once again. He and a band of heroes were then sent into Hyperspace where they battled and defeated the wizard Satma. Though only days passed in Hyperspace*, several years elapsed on Eternia. When Battle Cat finally returned, he was reunited with He-Man, who was greatly overjoyed to see his dear friend again.

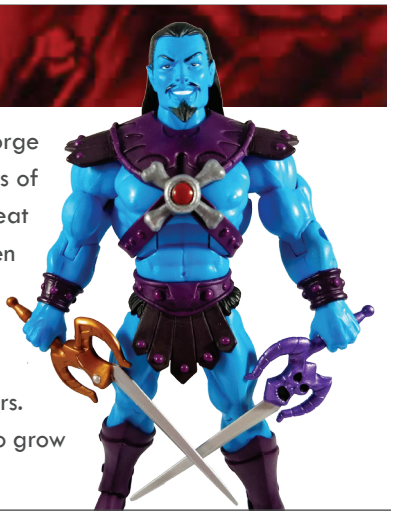
The mission into Hyperspace helped explain why Cringer/Battle Cat and others were absent after He-Man returned from Primus.

DARK STAR FRAGMENT

Eons ago, the deadly Dark Star eclipsed the sun of Eternia and caused untold devastation. When the Dark Star's orbit brought it near again, Skeletor obtained a fragment of the celestial body and used it in an attempt to envelop the planet in darkness and enslave its populace. Skeletor's plot was foiled by He-Man and his allies, and the Dark Star Fragment was thought destroyed in the fracas. This was far from the truth, for the malevolent ghost Scareglow stole the fragment and hid it in the Cavern of the Defiled Ones. Finally striking during He-Man's time on Primus, Scareglow convened a supernatural cabal consisting of Darkdream, the green-skinned witch Sultra, the mummy Wrap Trap, and the Crimson Countess, an ancient vampire who once plagued Vikor. Led by Scareglow, this secret cabal amassed seven unholy artifacts, including the Dark Star Fragment, the Horn of Evil, and the Black Ruby in a bid to raise an army of the dead and claim Eternia for night's cursed creatures. The villains nearly plunged Eternia into eternal darkness, but they were thwarted in the nick of time by Strobo and the archaeologist Melaktha, whose knowledge of sacred texts saved the living from disaster.

For more information on **THE BOOK OF LIVING SPELLS**, see pages 332-333 • For more information on **CRINGER**, see pages 124-127 • For more information on **THE DARK STAR FRAGMENT**, see pages 234-235

DUAL-BLADED SWORD OF KELDOR



To symbolize their alliance, the kings of Eternos and Zalesia* commanded their metal masters to forge two swords that could be united as one. Each king wielded a half of the sword with the animal crests of their houses engraved upon the hilts. When Serpos later destroyed Zalesia near the end of the Great Wars, the Zalesian blade was thought lost for centuries. Unknown to all, a young Gar handmaiden named Saryn found the blade and used it to protect herself from hunters after she had been tricked into betraying King Grayskull. Hiding in the Isle of Tears where time did not pass, Saryn prayed for forgiveness for her mistakes until the scion of Eternos, a young Prince Miro, was shipwrecked on the island with her. Surviving together against pirates and wild dragosaurs, Saryn and Miro became lovers. While Saryn could not leave the Isle, she gave her half of the sword to their son Keldor when he left to grow up with his father in Eternos. Keldor later united the swords as his birthright.

**The idea of connecting Zalesia to half of Keldor's sword in MOTUC continuity was inspired by its ram's horn design, which was a frequent design trope of Zalesia, which was also the source of the horned Havoc staff and the Ram Stone.*

ROYAL DEFENDER BUZZ-OFF

Heroic Champion of Queen Andreeno

For years the benevolent Lord Buzz-Off* ruled the Andreenid citizens during the maturation period of Queen Andreeno. However, when the queen's time of ascension came, she faced a challenger and had to choose a champion to fight on her behalf.** She named Buzz-Off, who, as tradition demanded, consumed the royal Ambrosia to become a more powerful warrior against Waspus, the champion of Andreeno's wicked rival. Forced to only watch, He-Man and Stratos cheered for their friend as Buzz-Off and Waspus clashed in a brutal duel. As Buzz-Off unexpectedly weakened, He-Man and Stratos discovered that Waspus had poisoned Buzz-Off's Ambrosia. Using the power of Grayskull, He-Man saved Buzz-Off's life, and the transforming effects of the Ambrosia became permanent, making Buzz-Off an even more formidable warrior than before. Waspus lost the duel and was exiled for his treachery. Waspus and his bug-eyed offspring*** later became Evil Warriors of Skeletor, although Buzz-Off defeated Waspus for the final time in the Ultimate Battleground.

**This bio reconciled Buzz-Off being named the leader of the Andreenids in his MOTUC bio with the existence of Queen Andreeno, his queen and leader of the Andreenids in the MYP MOTU cartoon episode "Buzz Off's Pride." **The practice of the queen of a hive having to do battle with a rival was based on the actual behavior of honey bees. ***The phrase "bug-eyed offspring" was a discreet homage to the evil warrior Bug-Eye from the Son of He-Man series bible by Lou Scheimer.*

SCREEECH

Evil Barbaric Bird

Named for his piercing cry, the feral bird known as Screeech was a vicious and solitary creature. Native to the Dimension of Evil, Screeech appeared on Eternia shortly after Skeletor summoned a gelatinous monster from that forsaken realm. Although the monster was later banished, Screeech remained at Snake Mountain. The falcon-like bird was drawn to Skeletor and obeyed his commands, though it was tolerant of Evil-Lyn, who occasionally took on Screeech's form to spy on the other Evil Warriors.* Much to Skeletor's amusement, Beast Man could scarcely control Screeech. His attempts to tame the demonic bird did not go well, though he managed to arm Screeech with an arsenal of missiles. During a battle, one of these missiles malfunctioned, seriously injuring the creature. Tri-Klops saved Screeech by outfitting him with cybernetic parts and a laser eye.** It is said that the barbarian bird fiercely hated Tri-Klops from then on. Eventually, Blade took an interest in Screeech and tried to train him. Although he was initially unsuccessful, Blade finally gained Screeech's trust after the sword-master belted Tri-Klops across the jaw during a heated argument.

**Evil-Lyn taking on Screeech's form came from the 1980s MOTU Golden Book "The Sunbird Legacy" and from the 1983 "Masters of the Universe" Kid Stuff Record, where she was shown turning into Screeech. In MOTUC continuity, they were separate characters, and Evil-Lyn could simply imitate the bird's appearance. **Screeech becoming a cyborg referred to his appearances in the Filmation MOTU cartoon, where he was depicted as a robotic bird.*

For more information on **THE DUAL-BLADED SWORD OF KELDOR**, see pages 66-67 • For more information on **ROYAL DEFENDER BUZZ-OFF**, see pages 94-95 • For more information on **SCREEECH**, see pages 54-55

THE ELDRITCH BOOK OF SPELLS
Ancient Tome of Magic

Long before Light Hope came to Etheria, the planet's creators, the First Ones, recorded their considerable knowledge in the great library of Birindale. However, when the First Ones left their mortal forms to become fire spirits, a few of them turned spiteful and destroyed the library so that none could inherit their power. Among the few books saved by the magician of Mystacor was the Eldritch book of Spells* containing the First Ones' most dangerous enchantments. Fearing the book's evil power, Light Hope later hid it in the Forest of Fear where it remained for generations until Shadow Weaver used the science of the Evil Horde to locate it. Studying the book in her lair at Horror Hall, she learned to cast the Mist of Endless Sleep, against which only the bubble powers of She-Ra and Joya could defend. Later King Ahgo and his trolls of Spikeheart came to the rebels' aid to defeat the witch's magic and recapture the book. It was later stored once again in Mystacor, but protected by the magic of Castaspella and her teacher Norwyn.

**The Eldritch Book of Spells first appeared in "The Eldritch Mist," the 27th episode of the Filmation POP cartoon (1985).*

BATTLE ARMOR SY-KLONE
Heroic Tornado Warrior

While scouting Subternia for safe havens during the oppressive reign of King Skeletor, Sy-Klone discovered the ancient buried Gar Star Cruiser and recovered the advanced helmet and armor of his ancestors contained within. Gaining new knowledge and super-cyclonic powers, he was able to locate the hidden Kingdom of Gar Firian where the surviving Gar had sequestered themselves after the destruction of Anwat Gar eons earlier. While many Eternians remembered Gar Lord Adi, actually King Hssss in disguise, had betrayed King Grayskull, and the attacks by renegade Gar pirates and the menace of Shokoti, the influential Spirit of Hordak had clouded the memory of past Gar heroes who thwarted each of those villains. Together, Sy-Klone and He-Man defended Gar Firian from Skeletor's robots and convinced its leader King Malkor to use their unique combination of science and sorcery to aid the resistance. Upon the defeats of King Hssss and Hordak in the Second Ultimate Battleground, Sy-Klone became the Gar representative on the Council of Eternia and later trained a new generation of Gar heroes with his advanced abilities.

VANISHING ORKO
Heroic Trollan Wizard

Orko hoped to immobilize the Snake Men when he cast the Spell of Separation, but the incantation seemingly destroyed them all instead. Horrified, the innocent Trollan believed his "blunder" had killed countless sentient beings. As a result of these feelings, a guilt-ridden Orko turned himself invisible and retreated into the Evergreen Forest. Eventually, he came across a structure that vaguely resembled his own hat and, to his surprise, a voice invited him to enter. Within, he encountered an ancient Trollan spirit who called himself the Oracle. After a brief visit with Orko, the spirit pointed at an old book. Looking inside, Orko was shocked by an illustration of himself blasting an army of humanoid reptiles. When he turned the page, he saw a benevolent serpent goddess* shining a light upon joyous Snake Men. Gradually, Orko realized that the Spell of Separation had not truly destroyed the Snake Men. Instead, it sent them into another dimension where many were purified. In the illustration, King Hssss and his chief Snake Men stood apart, lurking in the sinister shadow of another mysterious Snake Goddess with a mass of serpents upon her head.

**Although not mentioned by name, this is Asklepia, a benevolent snake goddess worshipped by the Snake Clan in Eternia's ancient past.*

For more information on **THE ELDRITCH BOOK OF SPELLS**, see pages 168-169 • For more information on **BATTLE ARMOR SY-KLONE**, see pages 110-111 • For more information on **VANISHING ORKO**, see pages 70-73

GALACTIC PROTECTOR ROBOTO
Heroic Upgraded Mechanical Warrior

After the scientists of Primus upgraded his positronic brain, Roboto sought out the world of Robotica, supposed source of the technology Man-At-Arms had used to build him. On his journey, he met the Weaponstronic bounty hunter Artilla, who served the Great-Putor, a malevolent program intent on purging the universe of organic life. Roboto persuaded Artilla to turn on his master and defend life with the Galactic Protectors. Roboto later found Robotica abandoned, its mechanical inhabitants having settled on the worlds of Makkina, Voltur, and Xygon. Vengeful, the Great-Putor sent his space pirate minion Drundagar to conquer these worlds and reprogram their populations. While Xugar of Xygon allied with him, Princess Kirma of Voltur resisted. After the defeat of Horde Prime, Roboto enlisted He-Man, Artilla, and Robo-Woman to rescue Kirma and defeat Drundagar's robotic armada. Convinced of his superiority, the Great-Putor offered Roboto the chance to match their intellects against each other to save his organic allies, but Roboto's upgrades and heart defeated the tyrant in the end. Roboto later joined He-Man's quest for She-Ra.

SWORD OF GAZ
Battle-Worn Blade of the North

Vulkar, blacksmith from the Village of Gaz, crafted his sword in the Forge of Grayskull to fight in the Great Wars. Despite many victories, he was killed by the Great Black Wizard, who took his Sword of Gaz as a prize. Later, Vulkar's wayward son Vikor, an axe-wielding mercenary from the north, vowed to reclaim his father's sword. Though he had no use for titles, many celebrated him as a hero. With Custar, Lord of the Rhinotaurs, he challenged the Ice Queen Iandir and fought the terrifying warrior Draego-Man. When at least he took back the sword from the Great Black Wizard, he was selected by the Goddess as the first guardian for the Sword of He. Vikor later used the Sword of Gaz to carve a branch given to him by Skytree into a stake with which to incapacitate the vampiric Crimson Countess, another ally of the Great Black Wizard. When Vikor fell helping He-Ra defeat the venomous Queen Tyrantula and her remnant of Arachna warriors, the granddaughter of Grayskull marked his grave with the Sword of Gaz.

FANG
Loyal Pet of Kobra Khan

Trained by Kobra Khan to steal coins from passing merchants, Fang was a reptilian Pixel-Lizard native to the Hidden City of Jatoria, home of mysterious Snake Men descendants, the Reptons. Fang was devoted to the duplicitous Kobra Khan and bore witness as he manipulated and deceived the likes of King Pythos, He-Man, and Skeletor. Though he assisted Khan in sundry ways, Fang played a crucial role after Khan's greatest act of betrayal. Feeling spurned by Lady Slither after the resurrection of King Hssss, Khan watched as his carefully constructed scheme to rule the Snake Men fell apart. Seething, he hatched a plot to corrupt the magic of the Serpent's Ring and turn Hssss and Slither into humans. When Rattlor discovered Khan's plan, he informed his master and mistress, who took swift, brutal revenge. It was Fang that saved the Repton's life when he sought Khan's old comrade Webstor* and led him to the gravely wounded warrior. Webstor brought Khan's broken body to Skeletor, who healed him despite his past treachery. Grateful, the master of snakes swore genuine fealty to Skeletor, though Khan lived to regret this decision.

**Webstor and Kobra Khan were often paired in the Filmation MOTU cartoon and mini-comics.*

For more information on **GALACTIC PROTECTOR ROBOTO**, see pages 82-83 • For more information on **THE SWORD OF GAZ**, see pages 96-97 • For more information on **FANG**, see pages 170-171

GENERAL GRIZZLOR
Ferocious General of the Evil Horde

After the demise of Hordak, a crazed Grizzlor terrorized Eternian villages until he was captured by Clamp Champ and sentenced to Prison Starr. While en route to the jail complex, the ship carrying Grizzlor was intercepted by the Mercy, a massive vessel of the Evil Horde commandeered by Inspector Darkney, who took it upon himself to "collect" members of the Etherian Evil Horde for Horde Prime. Darkney forced the pilots to surrender Grizzlor and brought him to Horde World along with his old comrades Mantenna, Mosquitor, and Leech. Hoping they would be punished for their failures, Darkney was dismayed when the famed Hordesmen were appointed as Horde Prime's generals. Although Prime was just as cruel as Hordak, he treated his new generals with some small measure of respect, increasing their strength and altering them with Horde science. When Prime was destroyed by She-Ra, the Horde Empire collapsed and Horde World fell into chaos as evil factions formed alliances and warred against each other. Remembering the respect Prime showed him, Grizzlor made it is his mission to protect Horde Prime's adopted son Prince Zed, heir to the Horde Empire.

GALACTIC PROTECTOR SNOUT SPOUT
Heroic Master Firefighter

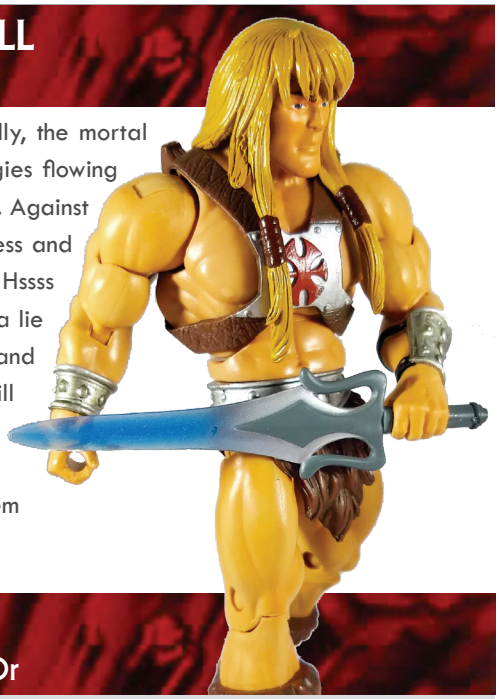
After the Second Ultimate Battleground, Snout Spout was one of the Heroic Warriors who volunteered to join He-Man and She-Ra in the Tri-Solar System to defend the planet Primus. Injured during a battle in which he and He-Man infiltrated the Mutant Mothership to disable its converted Magnabeam weapon, Snout Spout was taken to Onnor where he was partially rebuilt by the Priman scientists Gepple, Alcon, Krex, and Meldoc. Their upgrades gave him a more threatening appearance as well as a new cybernetic trunk that could shoot scalding steam or freezing ice blasts. They even modified his fusion generator so that it could pull hydrogen and oxygen from the atmosphere to generate an endless supply of water. Although their powers were very different, he often collaborated with the titanic guardian Tuskador and the Galactic Protector Battlebeard. The trio remained close over the years, and as a team they took part in the Third Ultimate Battleground. With He-Man, they later opposed the Cosmic Enforcers when their vendetta to maintain the cosmic balance threatened many peaceful worlds including Primus.

UNMASKED ZODAK
Heroic Former Student of Zodac

Kar-Tor was a privileged prince of Preternia when his brother Zeelahr befriended a young D'Vann Grayskull after the fair-haired warrior saved him from cannibal Beast Men. In keeping with their customs, Zeelahr named D'Vann an honorary brother. Resenting Zeelahr's bond to D'Vann, Kar-Tor was easily tricked by the wizard Ka into betraying his people to the Snake Men, against whom they had resisted for centuries. Kar-Tor's betrayal resulted in King Hssss devouring Zeelahr, whose training by the Cosmic Enforcer Zodac had made him a powerful threat to the Snake Men. Overcome with grief and guilt, Kar-Tor sought revenge until Zodac took pity on him and teleported him to his secret lair where he trained him as he had Zeelahr. Initially resistant, Kar-Tor eventually found peace and became a Mystic Enforcer, balancing the ways of the Cosmic Enforcers and his own mystic heritage. He took the name Zodak, leaving his old life behind, though he did incidentally avenge Zeelahr when he beheaded King Hssss thousands of years later to stop him from seizing the Power of Grayskull.

For more information on **GENERAL GRIZZLOR**, see pages 84-85 • For more information on **GALACTIC PROTECTOR SNOUT SPOUT**, see pages 144-145 • For more information on **UNMASKED ZODAK**, see pages 30-31

THE SWORD OF GRAYSKULL
Mighty Blade of King Grayskull



Just before his death, the wizard He-Ro gave his sparkling blue Sword of He to his ally, the mortal D'Vann Grayskull, King of the Free People of Eternia. Able to conduct the cosmic energies flowing from the core of the planet Eternia itself, the sword became as steel in Grayskull's hands. Against many foes, Grayskull wielded this mystical blade, yet the armies of darkness were restless and ever eager to obtain Grayskull's power. Following the Great Wars, a dethroned King Hssss assumed the skin of Grayskull's ally Lord Adi and tricked his people in Anwat Gar with a lie that the sword would tempt King Grayskull to become a tyrant worse than the Snake Men and the Evil Horde. Deceived, the Gar then betrayed and murdered Grayskull while he was still weak from expelling the Evil Horde into Despondos. Grayskull's window Veena, with the help of Zodac, revealed Hssss' treachery, then split the blade in two, hiding the halves on each of Eternia's hemispheres and prophesying that Grayskull's true heir would unite them to defend Eternia.

SSSSYLPH
Evil Winged Bat Snake of Fang-Or

The Bat Snakes of Eternia began as a scourge upon the Free People after being created by King Hssss and the sorcerer Ka when they defeated the peaceful Snake Clan and stole the Serpent Ring from their holy Ophidian Spire. Breaking the sacred orb of the good snake goddess in favor of her evil sister Serpentia, the villains caused a wave of malevolent magic that spawned the winged reptiles and sent them raining down on the unsuspecting people of Preternia. During the subsequent three hundred year reign of the Snake Men, an injured Fang-Or found a Bat Snake nest and lived off its eggs until he had healed. He kept the last egg in fact, savoring that its life depended on his rare mercy. Upon its hatching, Fang-Or named the Bat Snakeling Ssssylph* and raised it as his loyal pet and vicious defender in battle, letting it snipe even at other Snake Men and their familiars. Never far from its master, Ssssylph strikes Fang-Or's enemies from the air when they least expect it!

**The name Ssssylph was based on a sylph, a mythological spirit of the air.*

CAT MASK OF CATRA
Evil Shape-Shifting Talisman

Crafted by the Goddess Mask-Ra and given to the predatory priestess Catra by Hordak, the Cat Mask was cast into Despondos by the magician Eldor and found by the Magicats on Etheria. Purified by Light Hope, the mask was worn by the Magicat Queen for many years until Catra reclaimed it after the Evil Horde invaded Etheria. With the help of Shadow Weaver, Catra unlocked the silver mask's powers and reshaped it to again suit her malicious character. She not only regained her ability to assume a panther form but also gained the power to transform others. With her remade mask she also transformed many of Etheria's peaceful creatures and brave warriors, including the dashing Prince Defiant and Josh, young cousin of Bow, into her savage Cat Men and Panther Warriors. However, during the Rebellion, Kowl and his beloved Kowla helped She-Ra use her healing powers to undo many of Catra's enhancements, enraging the villainess. The mask enabled Catra to evade capture after the Second Ultimate Battleground on Eternia, and eventually she joined forces with Lord Masque and Shokoti while still plotting to reconquer Etheria.

For more information on **THE SWORD OF GRAYSKULL**, see pages 86-87 • For more information on **SSSSYLPH**, see pages 502-503 • For more information on **THE CAT MASK OF CATRA**, see pages 116-117

HAVOC STAFF
Ramskulled Cudgel of Chaos

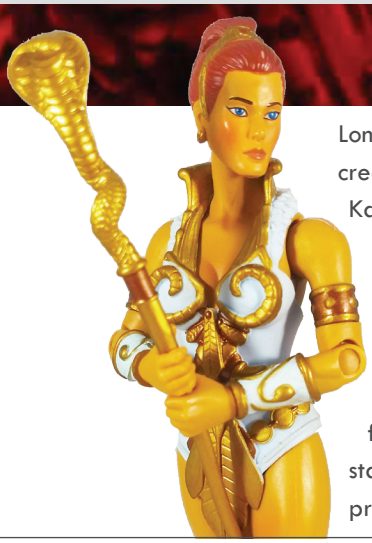
For hundreds of years, the Kings of the ancient city of Zalesia held the Havoc Staff as their scepter of authority. During the Great Wars, a temporary treaty was struck in which leaders were allowed to empower their standards with the cosmic energy of the Starseed. Tragedy later befell King Nikolas, and he was left to guard the staff and other artifacts in Zalesia's ruins as the Faceless One. The staff later became property of Keldor, who fathered his son Malkyn with Nikolas' wayward daughter Evil-Lyn. The Faceless One allowed Keldor to wield the staff, and as Skeletor later master it, knowing it would one day fall into his grandson's hands. When Malkyn became the evil Skeleteen, he sent his father's old ally Crita, who had long been in hiding, to retrieve the staff from the site of Skeletor's grave on Trolla. Because of its cosmic power, the staff could change shape at the will of its master, but it reverted to its original form when once again in the hands of the Zalesian royal bloodline.

TANK TOP
Armored Gladiator

Tank Top was originally a descendant of the Fighting Foe Men and a long-time combatant in the arena of Lord Choloh in the Vine Jungle. He found fame when he built his own armor and weapons from spare parts left behind in the wake of a mysterious time war battle. He salvaged components of alien war machines, the ruins of which had been strewn across the Eternian landscape after two powerful time-traveling warriors* had clashed before returning to their own times. Liking the five-pointed alien symbols on the wreckage, he made it into his own emblem and fought as Tank Top for Lord Choloh's entertainment. Despite many wins, Tank Top lost to the fighter Vykron who seemed to wield an almost magical luck. Lord Choloh allowed Vykron to spare Tank Top and put him to work crafting armor for other gladiators. Disgraced, Tank Top took some satisfaction in Vykron's defeat at the massive hands of Gygor years later. Tank Top eventually joined the resurgent Fighting Foe Men when they became warriors in the army of Eternos.

**The two powerful time-traveling warriors referenced are He-Man and Skeletor. The idea was that He-Man and Skeletor, from the future, zipped back and forth through time and battled each other in different eras and locations.*

STAFF OF KA
Kobra Staff from the Beginning of Time



Long ago, the Staff of Ka was once called Kobra and belonged to a benevolent goddess* at the creation of Eternia. Seemingly abandoned in the Sands of Time, the staff fell into the hands of Kartan, who possessed it alongside his Rod of Power. Later, the demonic sorcerer Ka claimed it as his own. Ka drew upon the secrets of the staff, corrupting many Eternians and offering them up to his own evil Snake Goddess Serpentia. Although Ka was defeated by the combined powers of the Elders and the Overlords, the evil Snake Men leader King Hssss obtained the staff and used it to become more powerful while trapped in the Void. Recovered by He-Ra, the staff was given to Sharella, reborn as the new Goddess, who kept it for millennia until she willed it to fall — seemingly at random — into the hands of a young girl named Teela. When Teela held the staff aloft, its Kobra* head shined like a lantern in Eternia's dark places, illuminating her path and preparing her mind and spirit for her role as a Sorceress of Grayskull.

**The benevolent goddess referred to here is Asklepia. **Kobra was the name given to Teela's cobra staff in the UK MOTU Ladybird Books.*

For more information on **THE HAVOC STAFF**, see pages 8-9 • For more information on **TANK TOP**, see pages 190-191 • For more information on **THE STAFF OF KA**, see pages 28-29

GALACTIC PROTECTOR FISTO

Heroic Space Combatant with an Iron Fist

Fisto was one of the heroes who joined He-Man and She-Ra in the Tri-Solar System, where word of his might quickly spread. Yolt, the Blacksmith of Crelus, was so impressed by Fisto that he forged a massive broadsword for the warrior, boasting that it was the only weapon worthy of his fist. During the ongoing war against the Evil Mutants, She-Ra sent a call to arms to her allies on the planet Silax. In time, Huntara arrived with a squadron of warriors which included Kaytara, a Silaxian soldier who enjoyed good ale as much as a good fight. Bonding over shared battles and their mutual dissatisfaction with weak Priman mead, Fisto and Kaytara became smitten with each other. Soon thereafter, a transmission from Captain Morrison of Eternia notified the heroes of the growing threats of Jitsu and a mysterious invading snake woman.* Outraged, Fisto requested a discharge to deal with his archenemy and the new reptilian menace. With Huntara's blessing, Kaytara joined her lover on Eternia. There, they married and begat a child, Kay-La**, who later became a brave young warrior in her own right.

**Although unnamed here, the mysterious invading snake woman is Lady Slither. **Kay-La was a character from the MOTUC mini-comic #6, "Homecoming." In the proposed Son of He-Man cartoon series, Kay-La was to have been Man-At-Arms' niece. Since Fisto was Man-At-Arms' brother in the MOTUC bios, it made sense to make Fisto Kay-La's father.*

SHIELD OF KA

Vile Enchanted Artifact

Of all the old gods, the good snake goddess Asklepia was worshiped by one of the most advanced clans of all of ancient Eternia. Healers and architects, the original Snake Clan brought much prosperity to their neighboring Tree and Ape Clans. Yet Ka, one of the acolytes to the High Priest and an orphan after a wild Beast Men attack, resented the lesser beings outside of Asklepia's golden vale. He made bargains with Asklepia's dark twin sister Serpentia and her minion the Unnamed One, consuming demon blood from Despondos to gain new powers. He then fashioned vile artifacts, including a shield that could ward off the enemies of the Snake Clan. When the High Priest discovered him, Ka murdered his former teacher and took his vestments and staff, but Asklepia herself cursed and deformed Ka as punishment. Ka latter allied with King Hssss and the Snake Men, but they betrayed him and took his artifacts. The enchanted Shield protected Hssss for centuries until Skeletor shattered it in the Second Ultimate Battleground.

SPACE ACE

Stellar "Starman"

Blissfully unaware of his own arrogance, young Tristram* literally stumbled upon advanced jetpack armor near Mount Eternia. Scarcely knowing how to use the gear, he dubbed himself "Space Ace," boasting that he was "unstoppable." Space Ace entered the arena of Lord Choloh, challenged Vykron, and was instantly defeated, losing his armor in the contest. Even decades later, the aged Tristram reassured fellow tavern patrons that he "let Vykron win." During this time, the magical being Woock grew bored of testing He-Man and turned his attention to Tristram. Woock made the Heroic Warriors disappear and restored Tristram's youth and armor. Telling him that he was Eternia's champion, Woock decided Space Ace needed "noble warrior allies" and conjured up the understandably confused Chef Allen, Crackers the clown, and Relay the Manchine puppy. Annoyed over being "saddled with losers," Space Ace nevertheless relied very heavily on their assistance when Plundor invaded Eternia. The unlikely heroes somehow managed to defeat the leporine villain, and a delighted Woock returned everything to normal. Only Space Ace and Relay retained memories of these strange happenings, although Woock left Space Ace with his youth and armor.

**The name Tristram was a nod to actor Tristram Coffin, who starred as Rocket Man in the 1949 movie serial, "King of the Rocket Men."*

For more information on **GALACTIC PROTECTOR FISTO**, see pages 164-165 • For more information on **THE SHIELD OF KA**, see pages 106-107 • For more information on **SPACE ACE**, see pages 190-191

REAWAKENED MAN-AT-ARMS
Resurrected Heroic Master of Weapons

Like many of the resurrected, the former Man-At-Arms Duncan was found wandering in an eerie trance outside Central Tower during the Reawakening. Duncan regained his lucidity only after the Sorceress Teela used the Book of Living Spells to purify the Reawakening's effects, upon which father and daughter were joyously reunited. Their embrace was followed by an equally heartfelt reunion between Duncan and his son-in-law, King He-Man. Amid this homecoming, Duncan was touched to see that the Heroic Warriors hailed his return with a grand feast in Eternos, and that Roboto and Gwildor had built a "robot-at-arms"* to honor him during his absence. These festivities were short-lived, however, for rumors surfaced that King Randor was revived in the Reawakening and that he'd been captured by anarchic Skeleteen. Wasting little time, Duncan donned his Man-At-Arms gear and joined Prince Dare, Queen Marlena, and the resurgent King Miro on a quest to find Randor. Years later, a semi-retired Duncan trained the Reptons and the purified Snake Men** during their war against the evil forces of King Hssss and Lady Slither.

**This refers to the mysterious appearance of a robot wearing Man-At-Arms' gear and wielding his mace in the final MOTUC mini-comic, "The Third Ultimate Battleground." **The purified Snake Men refers to the idea that there were eventually some good Snake Men in existence, not just evil ones.*

WAR SLED
Evil Doom Buggy

(CONTINUED FROM BATTLE RAM BIO, PAGE 344) ...The large projectile struck the Zuva-Rex in the chest, knocking the ferocious creature into a deep ravine filled with glutinous mire. Wasting little time, Man-At-Arms leapt from the Battle Ram, donned his Cliff Climber gear, and scaled the rock face of Snake Mountain in an effort to liberate his ally Lizard Man from the manacles which Beast Man had used to bind him. Before he could reach his friend, however, Duncan spotted two forms descending from the air. Illuminated by the eerie red glow of Blood Falls, Tri-Klops and Beast Man approached, each straddling an accursed War Sled, or "Doom Buggy" as Orko called them. Reverse engineering by Tri-Klops from pieces of a Sky Sled recovered after a skirmish in the Scorched Valley, War Sleds were built in the nightmarish "shop" of Trap Jaw, and were just as fast as Sky Sleds. As the villains came closer, Man-At-Arms discerned the sinister-looking serpentine mastheads of their vehicles. Raising his fist into the air, Beast Man let out an inhuman roar and prepared to fire a searing blast directly at Man-At-Arms... **(CONTINUED IN SKY SLED BIO, PAGE 266)**

KRONIS
Dreaded Space Pirate

Once a member of a nomadic tribe in the Dimension of Infinita, Kronis was trained by his father and uncles to fight and strategize against their enemies. When the terrible mouth of Moloch consumed their home world, Kronis only narrowly escaped with the help of the opportunistic Collector, an inter-dimensional traveler building a collection of last surviving species. As the Collector's prisoner for several years, Kronis' mind was pulled and twisted by traumatic captivity rays. Finally Kronis and fellow captive Scychor* broke free, stole much of the Collector's technology, and partnered as criminals in the Tri-Solar System. For a time Kronis savored his wealth and plunder, but his and Scychor's crimes drew the attention of the Galactic Protectors, driving them further into space controlled by the Evil Horde. Eventually Kronis betrayed Scychor to escape a Horde patrol, but he was himself apprehended by the Protectors and imprisoned. When the wizard Kaldor offered to set him free in exchange for joining his Evil Warriors, Kronis did not even hesitate, thinking he would once again obtain his freedom through treachery and cunning.

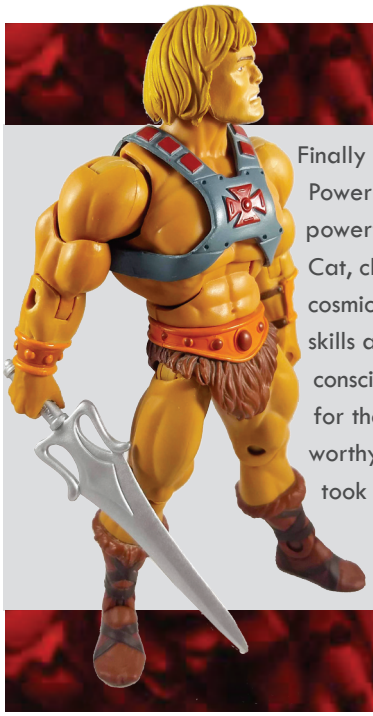
**Sychor is the real name of Cy-Chop.*

For more information on **REAWAKENED MAN-AT-ARMS**, see pages 344-345 • For more information on **THE WAR SLED**, see pages 344-345 • For more information on **KRONIS**, see pages 42-43

SWORD OF SAZ
Holy Blade of the Cat God

Situated at the center of Creation, Eternia was the first world formed by the Gods of the Multiverse. One of these gods was Saz, a blue-furred feline deity who created the humanoid cat races and four-legged feline species. Brandishing his holy sword, Saz protected his "children" and taught them to be courageous. When the Snake Goddess Serpentia and her fellow god Horokoth became jealous of Saz's children, they unleashed Serpos and Hordeous, primordial godbeasts of destruction. Passing his holy sword to his demigod son — the green-furred, orange-striped paladine, Sabe-Or — Saz transformed himself into a colossal cat-beast and subdued both Serpos and Hordeous. Doing as Saz instructed them, Sabe-Or and his fellow Ancients used the power of the Eternian Crystal to imprison Serpos in stone. Saz himself mysteriously vanished, while Hordeous escaped into the cosmos. Upon Sabe-Or's death centuries later, he transferred his heroic essence into a group of Eternian tigers, permanently transforming them and their descendants into the sentient cats of the Green Tiger Tribe. The Sword of Saz was passed down to Qadian chieftains throughout the ensuing millennia and is currently wielded by Chief Carnivus.

THE SWORD OF POWER
Mystical Blade He-Man



Finally and properly reunited by the heroic Prince Adam after being split in half for centuries, the Sword of Power channeled the fantastic cosmic powers of the universe to transform the prince into He-Man, the most powerful man in the universe. The sword also transformed Adam's fearful pet Cringer into the mighty Battle Cat, channeling the spirits of the ancient Sabe-Or and Battle Lion, the steed of King Grayskull. Possessing cosmic secrets remembered from the beginning of its creation, the magic sword also bestowed many new skills and abilities to aid He-Man in his ongoing battle against the villainous Skeletor. It also linked Adam's consciousness as He-Man with the spirits of its past bearers. Although there is often a price to be paid for the help of magic, Adam's spirit was pure and his devotion to helping others made him the only man worthy of the Sword of He. Because his character resembled that of his ancestor, the sword in his possession took a form that most resembled its appearance when it was wielded by King Grayskull.

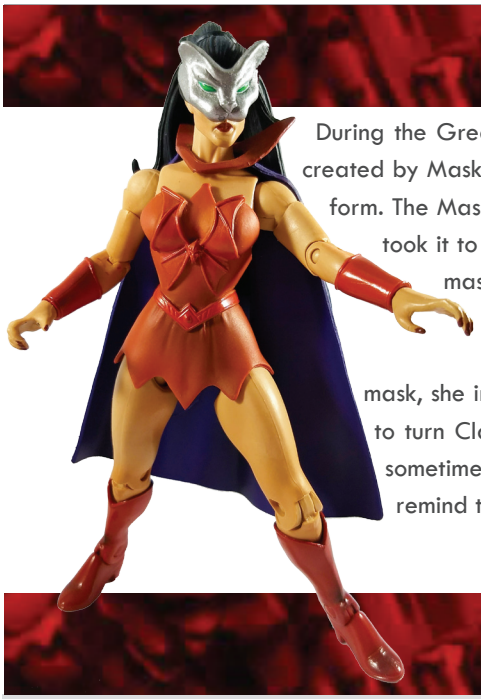
CUNNING CLAWFUL
Calculating Crustacean Warrior

Annoyed with Clawful for his dim-wittedness, Evil-Lyn used sorcery to increase the warrior's intelligence. This transformation enhanced Clawful's intellect and altered his countenance, giving him a more sinister appearance. With his immense strength and newfound acumen, Clawful became one of the most respected Evil Warriors, though Evil-Lyn took pleasure in reminding him that she could easily reverse her spell. Noting Clawful's improved mental capacity, Skeletor promoted him to chief military adviser. Meanwhile, Clawful hatched his own schemes behind Skeletor's back, enlisting Trap Jaw to help him steal the dreaded Horn of Evil. Later, Clawful discovered the hidden location of the staked Crimson Countess. When Skeletor learned of this, he commanded a wary Clawful to remove the enchanted stake from the vampire's heart, reviving her. Although the Countess declined Skeletor's offer to join the Evil Warriors, she became an occasional ally. During the Second Ultimate Battleground, Clawful and Whiplash were defeated by the heroic Fearless Photog. The unconscious villains were sent to Prison Starr, where they remained for years. Kept in a high-security cell where his claws were bound, Clawful was eventually freed by Two Bad.

**Clawful enlisting Trap Jaw to help him steal the Horn of Evil came from the Filmation MOTU cartoon episode, "Dree Elle's Return."*

For more information on **THE SWORD OF SAZ**, see pages 78-79 • For more information on **THE SWORD OF POWER**, see pages 4-5 • For more information on **CUNNING CLAWFUL**, see pages 122-123

CAT MASK
Mystic Talisman of the Magicats



During the Great Wars, Eldor cast the Cat Mask of Catra, one of the more dangerous Masks of Power created by Mask-Ra, into Despondos in order to protect the people of Preternia from her ravenous panther form. The Mask fell to Etheria where the Magicats, followers of the mystical being Saz, recovered it and took it to the mystic guardian Light Hope. With the magic of Crystal Castle, Light Hope purified the mask's magic, causing its very shape to change into the beautiful silver likeness of the Magicats' Queen. However Clawdeen, an ambitions warrior and rival of the Queen, used forbidden spells to draw the Evil Horde to the mask's location on Etheria. Once Catra recovered her mask, she imprisoned the Magicat Queen and quickly corrupted the mask once more, using its power to turn Clawdeen into a powerful battle beast and steed. Although Catra reshaped the mask, she sometimes wore it in the form of the Magicat Queen to mock the mask's well-intentioned keepers and remind them that it was their actions that had brought the Evil Horde to Etheria.

AMULET OF AVARICE
Magic Amulet of Count Marzo

The mystic Amulets of the Ancients were fashioned from ingots of concentrated power left over from the Wave of Creation when the universe was formed. Scattered across the stars, the ingots caused much chaos and change in the growing cosmos. Of the amulets that were known to survive, two came to Eternia. One was carried by the evil witch Sultra while serving the Evil Horde, while the other was buried in the Dunes of Doom by the mad mystics of Sh'Gora. When Lord Masque took over the mystics' vile cult during his own quest to revive his mistress Shokoti, he retrieved the amulet and used it to train new evil wizards. Eventually his most promising student, a young Marzo Kalif, mastered the amulet and stole it from its sacred altar in his own bid to conquer Eternia. Despite defeats by the Council of Elders and later He-Man, the amulet remained indestructible and always founds its way back into Marzo's hands. While Teela trapped Marzo within the amulet itself during the Second Ultimate Battleground, Evil-Lyn later set him free to help her son Skeleteen.

THE SHAPING STAFF
Mysterious Rod of Transformation

The legendary Shaping Staff was created by ancient, unknown wizards. With its ability to transform any matter in the universe, the staff was deemed too dangerous and hidden away, becoming the stuff of myth until Evil-Lyn uncovered it. Acting on a suspicion, she followed the travelling performer Majestra into a secret cave near the Crystal Sea. There, Evil-Lyn snatched the staff from Majestra's hands and immediately tested it by turning the performer into a rock and assuming her form. In the guise of Majestra, Evil-Lyn, along with Beast Man, infiltrated the palace of Eternia and transformed several of its inhabitants. After battling Faker, He-Man snapped the staff in two, breaking its spell. However, over time, the staff's magical properties slowly caused it to reform. The restored Shaping Staff was later found by the mad tech-genius Entrapta* and her Evil Horde companion Colonel Blast following their defeat at the Second Ultimate Battleground. This discovery inspired Entrapta to become a notorious trafficker of deadly artifacts, weaponry, and technology. The corpulent wizard Kothos is the current owner of the Shaping Staff, for which he paid Entrapta a substantial sum.

**This bio provided a canonical explanation as to why the Shaping Staff accessory was included with the MOTUC Entrapta figure.*

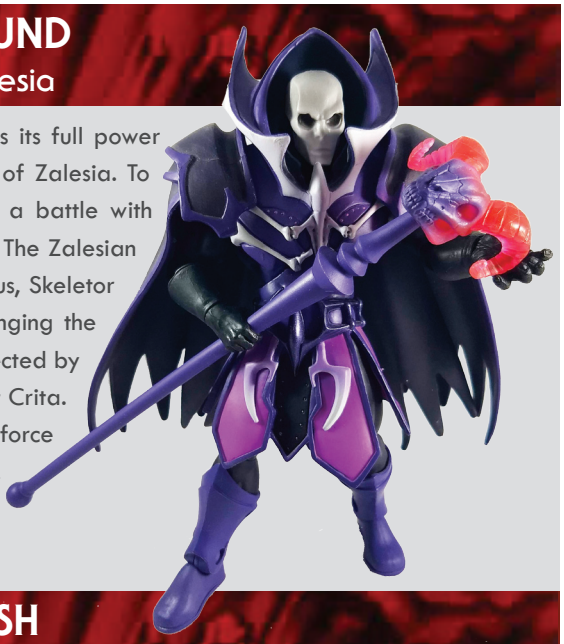
For more information on **THE CAT MASK**, see pages 116-117 • For more information on **THE AMULET OF AVARICE**, see pages 68-69 • For more information on **THE SHAPING STAFF**, see pages 330-331

HORDE SUPREME
Evil Conquering Prince of the Horde Empire

In his youth, Horde Prime was dubbed Horde Supreme*, the evil cosmic conqueror of the Evil Horde and mighty son of the proud Horde Lord. A fanatic convinced of his own superiority, Horde Supreme assassinated his own father and took his ruling Rod of Hordeous to the roaring cheers of his unctuous minions. Soon after, Horde Supreme learned of the elusive Timeless Dimension and the Aura of the Gods stored on the planet of Trolla. Unable to breach the barriers between dimensions and thwarted by the Cosmic Warriors, Horde Supreme conducted vile experiments for centuries while keeping his younger brother Hordak occupied with conquering the planet Eternia where they realized their own universe's Star Seed was hidden. Knowing his brother would fail, Horde Supreme claimed his own title as Horde Prime and bided his time, yet he failed to notice that the dark energies he and Hordak had absorbed from the demonic Hordeous, whose body had been forever infused into the face of Horde World by their father to make their bloodline immortal and powerful, had slowly mutated them into soulless bat-like monsters.

**Horde Prime was referred to as Horde Supreme in early MOTUC bios until Mattel obtained the rights to Filmation characters in 2011.*

HAVOC STAFF UNBOUND
Ramskulled Scepter of Zalesia



Although Skeletor wielded the Havoc Staff for many years, he could not access its full power since he was not a descendant of its original creators, the kings of the lost city of Zalesia. To save his secret bride Evil-Lyn, herself the last Zalesian princess and injured in a battle with Count Marzo, Skeletor returned the Havoc Staff to her father, the Faceless One. The Zalesian phantom unlocked the staff's full might to heal his only daughter. Ever treacherous, Skeletor stole back the staff and gained its newly unlocked powers which included changing the staff's appearance to suit his needs. After his death on Trolla, Skeletor was resurrected by Despara using the transformed staff, though she lost it in a battle with the mutant Crita. Skeletor and Evil-Lyn's son Skeleteen later used the staff's magnified powers to force his rival Jitsu to bend the knee in fealty to him for dominion over Snake Mountain, but a resurgent Skeletor reclaimed the staff and Snake Mountain both, breeding enmity between father and son.

DISGUISED WHIPLASH
Traitorous Reptilian Warrior

Obsessed with revenge after his brother Ceratus banished him from Subternia, the traitorous Whiplash spoke incessantly about his hatred for his sibling. Tiring of Whiplash's bitterness, Evil-Lyn suggested a plan to unnerve and demoralize the Caligar chieftain while also allowing Skeletor access to the reputed Subternian passageway to Castle Grayskull. After Whiplash revealed Ceratus' great reverence for their deceased father, Evil-Lyn used sorcery to give Whiplash his progenitor's face. In this guise, Whiplash "haunted" his brother, intoning that Ceratus had disgraced the family. Initially devastated by the specter's words, Ceratus became suspicious when his "father" demanded that he cede leadership to his brother. Tricking Whiplash into revealing his identity, Ceratus ordered Caligar soldiers to drag him to the surface. Furious, Evil-Lyn refused to undo her spell, leaving Whiplash with his father's face. Years later, when Two Bad broke many Evil Warriors out of Prison Starr, he left Whiplash there "to rot" as punishment for introducing his former selves to Skeletor in the first place. Nevertheless, Whiplash was eventually liberated by Skeletor's reprogrammed explosive warrior Blast Attak, and finally had his face restored by an amused Evil-Lyn.

For more information on **HORDE SUPREME**, see pages 184-185 • For more information on **THE HAVOC STAFF UNBOUND**, see pages 118-119 • For more information on **DISGUISED WHIPLASH**, see pages 76-77

NOBLE ZOAR
Fighting Falcon

In the folklore of Eternia, the golden falcon symbolized the godhead Zoar, a powerful deity of Preternia. As a god, Zoar could appear in both male and female guises, and while the blue-tipped female falcon was associated with the Sorceress of Grayskull, the golden falcon* represented Zoar's masculine nature. After the death of Teela Na, Zoar appeared to her daughter Teela to guide her in her first steps as the new Sorceress. The Falcon led her to the Crystal Chamber beneath Castle Grayskull where she discovered the ancient bond between the god and the sorceresses after Zoar had anointed Queen Grayskull, the first Sorceress. Zoar also revealed to Teela the awful truth that the magic of Skeletor had caused her birth.** When Skeletor tried to persuade her that he was her true "father," Zoar's light enabled the spirit of Teela Na to return and protect Teela from Skeletor's manipulation. With Zoar and Teela Na's help, Teela surpassed her warrior's training to become the new Sorceress of Grayskull. Like her mother, and later her son Dare, Teela could take Zoar's animal form as well.

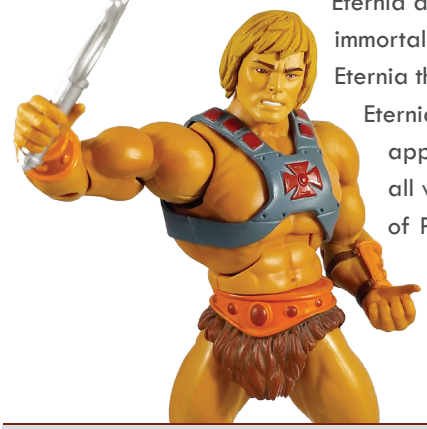
*The distinction in Zoar's wing colors helped to explain the difference between the character's vintage cardback colors with golden wings and the toy/cartoon version with the blue-tipped wings. **Skeletor causing Teela's birth via a cloning spell came from the vintage mini-comic "Tale of Teela" and was also part of Teela's MOTUC bio.*

WHEEL OF INFINITY
Temporal Artifact from the Start of Creation

Forged during the creation of the universe, the Wheel of Infinity* was one of the original anchors that stabilized the great temporal forces surrounding the Timeless Dimension. Flying like a comet through the cosmic Void, the Wheel was discovered by Skeletor, who magically pulled it to Eternia in order to use its power to travel back in time and prevent the construction of Castle Grayskull. On Preternia, he encountered resistance from a time-traveling He-Man and Zilora, priestess from the Ophidian Spire where the peaceful Snake Clan worshipped the original benevolent Snake Goddess. Eventually, Skeletor gave up his plans and left his servant Fang Man trapped in the past with the Wheel of Infinity. Although Fang Man buried the Wheel of Infinity, its magic eventually sent him to a future Eternia ruled by King He-Man. The Wheel of Infinity was then forgotten, buried on what became known as the Isle of Tears where time did not pass.

The Wheel of Infinity (and Skeletor and Fang Man's use of it) came from the Filmation He-Man episode "The Time Corridor."

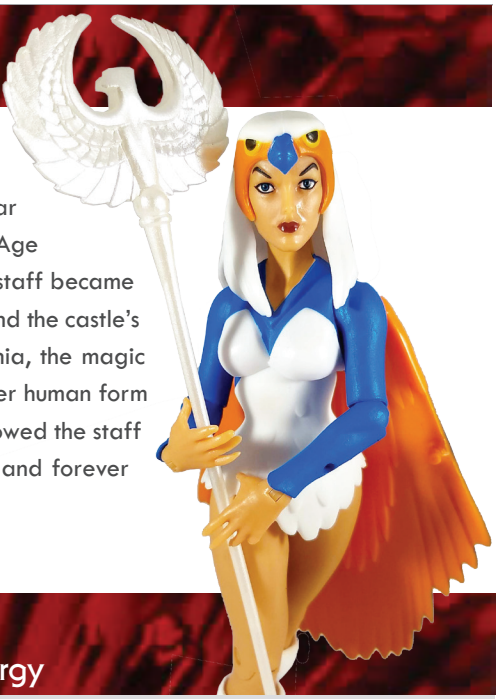
THE FIRST HALF OF THE SWORD OF POWER
Divided Blade of Legend



When Queen Grayskull split the Sword of Power in two, she hid one half in a secret place on the dark side of Eternia and entrusted the other half to Sharella, her warrior woman ally who had been changed into the immortal green-skinned avatar of the Goddess Asklepia. Sharella selected many worthy champions on Eternia throughout the centuries to guard the half sword, intent on keeping its legend alive in the minds of Eternians even in the grim days of the Age of Sorrow. The Goddess' enchantment made the half sword appear whole to mortal Eternians. While the character of each guardian affected the sword slightly, all were worthy enough to hold and imbue the blade with a portion of their noble spirits. The Sword of Power was briefly reunited with its other half when the guardian Oo-Larr collected both for the Sorceress to create the Sword of Protection. Unfortunately, Oo-Larr's mission left clues that led the malevolent Skeletor to the half of the sword hidden in the Dark Hemisphere.

For more information on **NOBLE ZOAR**, see pages 28-29 • For more information on **THE WHEEL OF INFINITY**, see pages 230-231 • For more information on **THE FIRST HALF OF THE SWORD OF POWER**, see pages 4-5

STAFF OF POWER
Mystical Scepter of the Sorceress



Once called the Rod of Power and wielded by the high priestesses of Zoar, the Staff of Power was one of the first artifacts to absorb the magic of the Starseed in the center of the planet Eternia. Entrusted to powerful but peace-loving magicians for centuries after Zoar and the elder gods left Eternia, it was discovered by a Sorcerer of Grayskull during the Age of Sorrow after the Staff of Veena was lost in a battle with the wizard giant Morgoth. The staff became a signature scepter of the caretakers of Castle Grayskull and extended their powers beyond the castle's walls. When King Hssss and Skeletor combined their powers to raise the Towers of Eternia, the magic of the Staff of Power, combined with that of the towers, allowed the Sorceress to retain her human form outside of Castle Grayskull. To pass this ability on to her daughter Teela, the Sorceress allowed the staff to ascend with her into the Vale of the Ancients, bestowing its magic directly into Teela and forever connecting her to her mother's spirit.

GEM OF TAMADGE
Magical Conduit of Laser Light Energy

In ancient times, the good wizard Keclar fought the evil laser-breathing dragon Tamadge, smiting her ruin in the sulfuric maw of Mount Barathrum and cleaving her enchanted heart from her scaly bosom to prevent her resurgence. Unexpectedly, Keclar's fellow wizard Tauron, seduced by the Unnamed One and treacherously serving him as the mysterious Nazghal*, sought to use Tamadge's heart to corrupt the dragons of Darksmoke. To thwart his fallen brother wizard, Keclar used magic from the Temple of Power on Trolla to transform the heart into a precious gem which he then fused onto the enchanted armor worn by the valiant knight who became known as Sir Laser-Lot. Possessing the awesome power Tamadge had wielded as a rare sorceress dragon, the gem gave Sir Laser-Lot the power to create his own weapons with raw Laser Light energy. While the Great Black Wizard damaged the gem in a battle at Xarkoran, it magically healed itself, and its shard later grew into a second enchanted gem wielded by the warrior Plasmar.

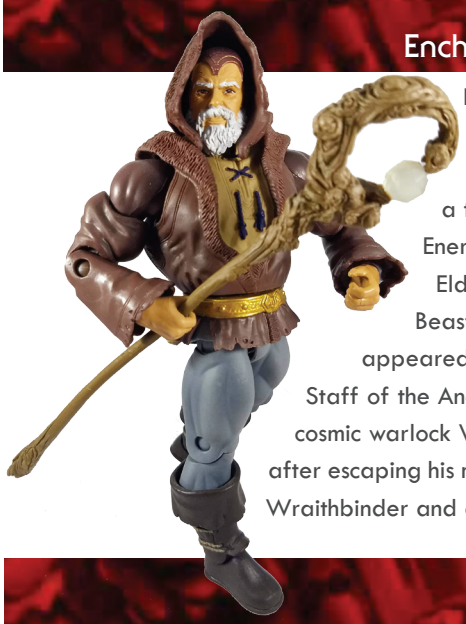
** Nazghal's name being an alias for Tauron was a nod to the fact that Filmation used the same model sheet and color scheme for both Nazghal and Tauron in the cartoon series.*

ORB OF POWER
Magical Repository for the Elders of Eternia

Upon the death of King Grayskull, his connection to the Starseed was passed on to the Council of Elders. Fearful of being corrupted by so much power, the Elders made a bargain with the Overlords of Trolla to keep the Sword of He on Eternia until a worthy successor was born. They then created the Orb of Power, surrendering their corporeal forms to enter the Orb while it rested on the Font of Ages in the Crystal Chamber beneath Castle Grayskull. In the subsequent centuries, Eternia fell into the ruinous Age of Sorrow. To help Grayskull's descendants regain power, the Elders created the Hall of Wisdom where they could advise the new Kings and Queens of Eternia. Generations passed with the Orb remaining at Castle Grayskull, but with the birth of twins Adam and Adora, the Elders returned permanently to the Orb and the Hall of Wisdom mysteriously vanished. Because the Orb also shielded the Starseed, the Unnamed One tried to destroy it, but the Orb proved indestructible, reappearing in the restored Castle Grayskull at the Reawakening.

For more information on **THE STAFF OF POWER**, see pages 162-163 • For more information on **THE GEM OF TAMADGE**, see pages 194-195 • For more information on **THE ORB OF POWER**, see pages 86-87

STAFF OF THE ANCIENTS
Enchanted Stave Bearing the Eternian Crystal



Long ago, the demigod Ancients provided guidance and protection to the early inhabitants of Eternia. Only a scant few, such as Sabe-Or, are remembered by name, but their deeds are still spoken of in legends. One such tale involves their creation of the Eternian Crystal, a talisman so immensely powerful that it successfully imprisoned beings such as Serpos and the Energy Beast. Mounted in an enchanted staff, the crystal was entrusted to the immortal wizard Eldor, who eventually sealed it within the Gold Chamber of the Ancients. Eons later, the Energy Beast was freed once again and was stopped by He-Man when the mysterious Spirit of the Ancients appeared and presented him with the Eternian Crystal. After He-Man defeated the monster, he hid the Staff of the Ancients deep inside the Abyss surrounding Castle Grayskull, but the staff resurfaced when the cosmic warlock Wraithbinder located and stole it. Soon thereafter, Eldor himself made an unexpected return after escaping his millennia-long imprisonment at the hands of a treacherous secret apprentice. Eldor confronted Wraithbinder and defeated the warlock in a magical duel, finally retrieving the staff.

SWORD OF HE
Legendary Blade of He-Ro

Created by the Overlords of the Timeless Dimension, the Sword of He channeled cosmic forces unlike any other object in the universe. Corrupted by ambition, the Trollan Gorpo betrayed his fellow Overlords and tried to steal the sword, but their combined magic stripped him of his magical name, and trapped him into the Nameless Dimension. Fearful that their child-like nature was too susceptible to corruption, the Overlords selected Cosmic Warriors to wield the Sword of He on their behalf and protect the universe from evil. The Overlords' leader Za-Gras himself chose the young hopeful Ro, a simple farm boy on the peaceful world of Primus, to be one such warrior. Ro's adventures took him to the world of Eternia where, upon his death, he passed his magic sword to his friend D'Vann Grayskull. The sword thus became a weapon wielded by the heroes of Eternia, where the struggle against evil was more dire, and the Overlords created the Cosmic Enforcers to maintain balance in the rest of the universe.

SECRET LIQUID OF LIFE
Magical Immortality-Giving Elixir

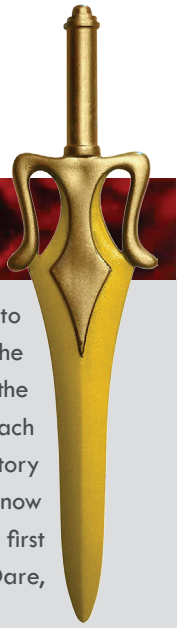
During the Great Wars, Sultra the lead witch of Hordak was able to distill magic from the Book of Living Spells into a precious immortal elixir with which made the Evil Horde ageless. In battle, He-Ro obtained the last of the liquid and hid it in the Kingdom of Vaderia. Many centuries later a disguised Evil-Lyn, hoping to restore her lover Keldor, manipulated the tyrannical Geldor into invading Vaderia in order to find the liquid. To Evil-Lyn's dismay, Geldor found the liquid but lost it again in a battle with He-Man and Prince Dakon. A few years later the Sorceress Teela, with guidance from her mother's spirit and help from the Eternian mystic healer Mendor, magically extracted the remainder of the liquid from the Eternian soil in order to create an antidote to the enchantment of the Serpent Ring. While the liquid was too diluted to save an injured Man-At-Arms, Teela was able to restore her friend Mekaneck before the Snake Men were destroyed in the Second Ultimate Battleground.

For more information on **THE STAFF OF THE ANCIENTS,** see pages 332-333 • For more information on **THE SWORD OF HE,** see pages 22-23 • For more information on **THE SECRET LIQUID OF LIFE,** see pages 278-279

ZOAR
Falcon Form of the Sorceress

Hopeful that she could help fend off alien invaders and an evil wizard, the humble villager Teela Na accepted a life of solitude as the new Sorceress of Grayskull when it was passed down to her by Kuduk Ungol. As the Sorceress of Grayskull, Teela Na could assume the form of Zoar the falcon and fly high above the Eternian landscape. She often oversaw the early adventures of Prince Adam, telepathically guiding him with her eyes in the sky until he had completed his first mission to unite the two halves of the Sword of Power to become the mighty He-Man. As Zoar she also watched her own daughter, Teela, grow up unaware of her mother's true identity. For many years Teela Na could only leave the mystical walls of Castle Grayskull on falcon's wings, but when Skeletor and King Hssss raised the Three Towers of Eternia, much of the planet's magic changed and the Sorceress was free to assume her human form in the open once again.

GOLD SWORD OF POWER
Legacy of He-Man



On his fiftieth birthday, two years after his son Dare returned the Sword of Power to him, King He-Man was summoned to the restored Castle Grayskull by his wife Teela and her mother Teela Na, leader of the new Council of Elders. Entering the Crystal Chamber, He-Man was instructed to become Adam. He exclaimed, "Let the Power return" and transformed, but the Sword of Power began to glow with a brilliant golden sheen as King Adam was infused with an amazing gift. With each pulse of the golden Power Sword, he gained knowledge and memories of everyone who had ever wielded it. Lost history flooded Adam's mind — the great adventures of He-Ro and King Grayskull, the nine tasks given to Wun-Dar by the Snow Dwarfs of Crystal Mountain, long-forgotten battles between the original Vykron and the dread warlord Dyr, and the first time He-Ra met her noble black stag. As the sword faded back to silver, Adam had a final vision of the future wherein Dare, adorned with the feathered headdress of Zoar and wielding the Sword of the Ancients, guarded Central Tower.*

**Dare eventually becoming Sorcerer was an idea alluded to in the Zoar bio above. His past magical training with the original He-Ro and Eldor and his lineage with Veena, the Sorceress, and Teela also made this a logical evolution for him, but he would also wield a powerful sword like his father and possibly still be able to power-up into He-Ro II at times.*

MASTERS OF THE UNIVERSE
Heroic and Evil Warriors Wielding Great Power

In ancient times, the Power of the Universe was unleashed across the five dimensions like a great wave. After creating all life, it was captured and contained by the Overlords of Trolla in the Timeless Dimension. After the Unnamed One attempted to steal the Power, it was hidden and contained inside of a great Sword, dubbed "He", the Trollan word for Power. Initially entrusted to a Cosmic Warrior, the Sword was eventually passed down to King Grayskull, and upon his death, bound to his bloodline. The Elders of Eternia removed the Power of the Universe from the sword, combining it with their wisdom to tap into the Star Seed's magic. This new unified force was manifested as an orb now containing both raw power and secret magic. Called the "Power of Grayskull," this new power could be harmonized and channeled by the sword. After the birth of the Twin Warriors, born of Eternian and Earth bloodlines, the Sword was cloned, ensuring — as Light Hope predicted — that both twins would wield a sword of power and use its force to end the threats of the Horde Empire and the Unnamed One forever.

For more information on **ZOAR**, see pages 162-163 • For more information on **THE GOLD SWORD OF POWER**, see pages 218-219 • For more information on **THE MASTERS OF THE UNIVERSE**, see pages 278-279

DOOMSEEKER
Spies of Tri-Klops!

The Doomseekers are flying drones originally created by Tri-Klops to help Skeletor spy on the realm of King Randor in the Light Hemisphere and eventually on He-Man and the Heroic Warriors of Eternia. Given both stealth and speed, a Doomseeker transmits its sightings to both Skeletor's command center inside Snake Mountain and Tri-Klops' own tri-optic visor. While the Doomseekers primarily gather reconnaissance, Tri-Klops also armed them with replicas of his optic blaster so that they could defend themselves or act as an offensive force when necessary, a feature that helped him escape the Second Ultimate Battleground unscathed. Tri-Klops later used the Doomseekers to locate microscopic remnants of the destroyed body of the Unnamed One, confirming his demise but giving Skeletor materials to create Skullkor, a new magical spy intended to replace Tri-Klops' proven but underappreciated Doomseekers. Resenting the resurrected Skeletor's increased instability and paranoia, a mercenary Tri-Klops sold his services to Skeletor's reformed son Malkyn who uses the Doomseekers to help his cousins He-Man and Prince Dare instead.

MASTER SEBRIAN
Wise Elder of Primus

The beloved spiritual leader of Primus, Master Sebrian helped turn his people away from the division and fear dominant during the Chemical Wars. After inspiring an entire planet to put aside war, Master Sebrian became a fixture in the underground City of Onnor as advisor to the Inner Council, whose Vasionic Resonator sustained Primus's protective shield until invaders from Denebria breached it. Desperate, Sebrian sent the overwhelmed Galactic Guardians to find He-Man and She-Ra, whom he invited to live at the Oasis, his garden estate on the pastoral continent of Terra. A wizard of humble power himself, Sebrian prefers to help others, like shepherdess Drissi, her adventuresome brother Caz, alien groundskeeper Grott, and even the stubborn bureaucrat Werban, to discover their own magical gifts, believing Primus's citizens would one day become caregivers for the entire galaxy. Ever faithful, Sebrian trusts in "the power of the good, and the way of the magic" embodied by heroes like He-Man and She-Ra. Out of gratitude, he would later help Eternia by joining the new Council of Elders led by the reawakened Teela Na.

SKELETON WARRIORS
Skeletal Soldiers of Skeletor

With secrets gleaned from the stolen Golden Disks of Knowledge, Skeletor determined the location of the Animation Wand, a magical artifact empowered with sorcery from the Book of Living Spells to bestow a semblance of life to any object. With the wand, Skeletor reanimated the cadavers of hundreds of ancient warriors to create his own army of the dead. Mostly mindless, a few of them retained enough intelligence to serve as elite commanders whom Skeletor armored in red as opposed to the gray-metal of the foot soldiers. A ghoulish sight on any battlefield, the Skeleton Warriors* demoralized the armies of Eternia, reminding them of the eventual fate of all heroes. While He-Man thought he defeated the warriors by destroying the Animation Wand, Skeletor retained enough of its power to resurrect them for short durations, adding their number to his army of green Orcs, Hover Robots, and Skelcons.

**Skeleton Warriors first appeared in the 200x MOTU MVC comics.*

For more information on **THE DOOMSEEKER**, see pages 24-25 • **MASTER SEBRIAN** was the first character to receive an official MOTUC bio without ever receiving an action figure in the line. He was first mentioned in the bio for Mara of Primus in 2015. • **THE SKELETON WARRIORS** likewise did not receive action figures in MOTUC, but were first mentioned in the bio for Clawful in 2011.

HEROIC METEORBS
Comet Creatures that Transform!

Created by King Gravatar on the planet of Geolon, the Meteorbs were cybernetic beasts who could transform into egg-shaped stones capable of flying through the cosmos. Friendly and earnest, Meteorbs like Cometroid, Astro Lion, and Ty-Grrr made fast allies with the Comet Warriors and helped them protect their world from the Evil Blasteroids and their leader, the renegade General Vul-Khan. When the Evil Blasteroids helped Horde Prime destroy Geolon so they could rule over its charred ruins, the Meteorbs escaped alongside Stonedar, with Comet Cat and Tuskor protecting the children of the surviving Comet Warriors, including precocious Facet and her "golden boy" brother Ingott. With the Comet Warriors, the Heroic Meteorbs helped new allies on Eternia and later Etheria to fight the villainous forces of Skeletor, the Evil Horde, and the Snake Men. While Vul-Khan created evil counterparts to the Meteorbs and sent them to hunt down the refugees, Skeletor made them into his own allies, which forced the Heroic Meteorbs to unleash their transforming power in the skies over Eternia.

CRIMSON COUNTESS
Evil Vampire of Eternia

The raven-haired Amyra Talok is known to the peasantry of Eternia as the Crimson Countess, an undead vampire who terrorized the Preternian countryside. Her noble family inhabited Castle Talok, which stood in the very spot where Eternos Palace now exists. Following a series of malignant nocturnal attacks upon terrified villagers, the barbarian Vikor eventually found the Countess' hidden resting place and drove an enchanted stake through her heart. Eons later, she was found by Skeletor and Clawful, who removed the stake and revived the sinister creature. The Crimson Countess possesses supernatural strength and can transform herself into a Wolf Bat or scarlet mist. With her hypnotic gaze, she draws victims into her deadly embrace. Like other vampires, she consumes blood, but particularly craves blood that is infused with magic. Amyra must return to her coffin at dawn, lest she be destroyed, and can be repelled by the symbol of Zoar. In battle, the Countess attacks with her razor-sharp sickle. Although she prefers to operate independently, she joined the monstrous secret cabal of Scareglow with the intention of reclaiming Eternos and ruling as queen of an undead Eternia.

ANTI-ETERNIA KELDOR
Heroic Lord of Reconstruction

Rebellious Prince Keldor of Anti-Eternia never knew his half-brother King Randor had murdered their ambitious father General Miro, or his own benevolent mother Queen Saryn, until Evil-Lyn, defiant priestess of lost Zalesia, revealed the truth to him. Randor then trapped Keldor in a time portal, which gave his own son Adam time to grow up and become the demonic tyrant Anti-Eternia He-Man. Freed by Evil-lyn with allies that included the brilliant scientist Beast Man and cyborg Captain Trap Jaw, Keldor sought peace with his nephew only to discover he had become an unreasonable creature of pure malevolence. Keldor narrowly escaped Anti-He-Man's minions, the cannibalistic Teela and her mindless brute father the Man-At-Arms. He then sought the wisdom of Hordak, leader of the exiled Horde of Good, to gain the power to free Anti-Eternia. Although he sustained a terrible facial injury, his dearest friend Beast Man invented a machine to heal him, although a half-skull visage would return any time Keldor summoned his full power in battle. Anti-Keldor's greatest weakness was an unwillingness to risk his friends' lives while fighting the merciless Anti-Masters of Eternia.

THE HEROIC METEORBS, THE CRIMSON COUNTESS, and **ANTI-ETERNIA KELDOR** did not receive action figures in MOTUC, although all three had been previously mentioned in MOTUC canon prior to the release of their official bios.

SPELL BOOK OF ORKO
Magical Tome of Trolla

While there are many Books of Magic, few contain so many different spells as the one owned by Orko the Great from Trolla. Given to him by the beautiful sorceress Auburnia from Amazonia, a sister planet of Trolla, the spell book contained a mixture of Trollan and Amazonian magic that helped give Orko an impressive reputation. Adding to it with spells he learned from his Uncle Montork and pranks devised by his frenemy Squonge, Orko already had a unique copy before travelling to Eternia where he added even more unusual spells. The book included future knowledge of the fearsome Daimar the Demon, which helped Orko to befriend a young Daimar and teach him the virtues of friendship before he became an infamous lord of destruction. Skeletor, Evil-Lyn, Count Marzo, and Shadow Weaver all tried to use Orko's spell book, but found its spells too incompatible with their own magic. Orko finally used it to trick a reawakened Unnamed One to turn himself back into Gorpo, who the spirits of the Overlords welcomed to the Trollan afterlife.

MASKED DESPARA
Vengeful Queen of the New Evil Horde

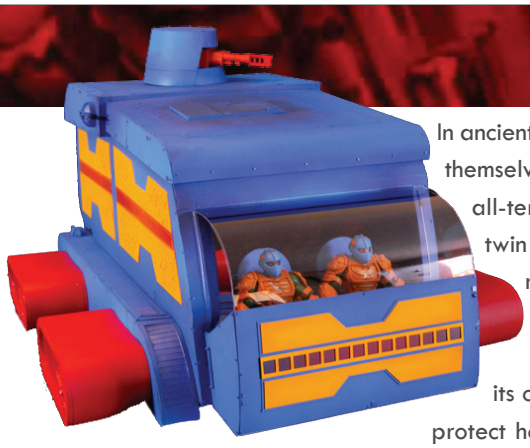
After She-Ra slew Horde Prime, his evil spirit infected her by exploiting a micro-fracture left in the stone of her Sword of Protection by the Doom Balloon of Hordak. Stricken with acute amnesia, She-Ra was captured by the corpulent Horde-Or, Hordak and Horde Prime's gluttonous younger brother. Determining her value as a fighter, but too hedonistic to launch his own bid for galactic conquest, Horde-Or gave her the mask Adora had worn as Despara, one based on the likeness of his mother Queen Quintessa, and sent her to fight in the cosmic arena of the Game Master where her many victories won him a fortune. Manipulated by Horde-Or's clever lies and promises, She-Ra mistook herself for her old persona of Despara, daughter of the slain Hordak, and she soon tired of being a mere pawn. She forced the cowardly Horde-Or to name Skeletor and He-Man as Hordak's destroyers and then committed herself to avenging her false father. A terrifying visage in her Hordak-inspired mark, she gained control of the Skelcons and allied herself with the Supreme Arbitor of the Cosmic Enforcers to restore order to the galaxy in the wake of the collapse of the Horde Empire.

LIZORR
Cold-Blooded Goon Squad Mutant

A vicious reptilian warrior from the arid Gorn Desert on Denebria, the Evil Mutant Lizorr was one of the first recruits in the Mutant Goon Squad of Flogg. A formidable opponent with armor-plated skin and an extendable tongue, which is sometimes used to ensnare and trip opponents, Lizorr is also a master marksman with his Radiation Rifle. Possessing a cold-blooded physiology, and accustomed to the scorching heat of his native environment, Lizorr typically wears a climate-control pack to regulate his body temperature. Lizorr speaks with a hissing lisp and is known for being ill-tempered and prone to aggression. He often joined Butthead and the drunken Staghorn in brawls against anybody who happened to annoy him, including fellow Mutants. Lizorr met his match in hand-to-hand combat, however, when he challenged Kayo to a deadly contest in the rocky environment of the Regula Mountain range. Cleverly smashing Lizorr's climate-control pack with his powerful punch, Kayo disabled and apprehended the villain, sending him directly to Prison Starr. Lizorr spent many years there until he and several other Mutants were freed to join the Evil Warriors on Eternia.

For more information on **THE SPELL BOOK OF ORKO**, see pages 70-71 • For more information on **MASKED DESPARA**, see pages 448-449 • **LIZORR** did not receive an action figure in MOTUC; he was a character introduced in the 1990 *New Adventures of He-Man* cartoon series.

ATTAK TRAK
Battle Machine



In ancient times, the technologically-advanced alien Gar built magnificent war vehicles to defend themselves against enemies. One of their most notable creations was the Attak Trak, a rugged all-terrain battle machine with a golden chassis and mighty brown treads. Outfitted with twin blasters on either side of its driver, few obstacles could prevent the Attak Trak from reaching its destination. When the wicked Ditztroyer revealed the ancient Gar vehicles' hidden location to a young Shield Maiden Sherrilyn, she became transfixed by the magnificence of the Attak Trak, restoring its original functionality, while also altering its color to a vibrant red and blue. Additionally, Sherrilyn created an armored canopy to protect her from enemy assaults. Many eons later, Duncan, the Man-At-Arms of King Randor, studied ancient blueprints housed in the palace library and built his own fleet of royal Attak Traks, most of them bearing the red and blue colors cited in historical notes about the Fighting Foe Men. Additionally, Duncan built a special, large Attak Trak. Blue, and sporting a rectangular shape, this Attak Trak boasted artificial intelligence, enabling it to communicate with its occupants.

VIAL OF VENOM
Acid of Evil

Keldor was unaware that the Spirit of Hordak, conjured by Count Marzo to help sew discord during the Great Unrest, had temporarily possessed his body to kill his step-mother Queen Amelia. Thus, when his brother Prince Randor exiled him for the crime, Keldor left Eternos embittered and professing innocence. Seeking revenge, an aggrieved Keldor located Hordak's long forgotten temple and summoned his spirit himself. Against even the advice of his beloved Evil-Lyn, Keldor followed Hordak's instructions to then create a vile mixture, the Liquid of Anti-Life, to burn away Randor's flesh. Even the protective spells placed upon the royal family by the Eternian Court magician Tarrak would not withstand this deadly curse. Overconfident in battle and driven to unquenchable hatred by Hordak's psychic influence, Keldor underestimated Randor's reflexes and became the victim of his own fiendish weapon. The concentrated evil melted Keldor's face and would have killed him if not for Hordak, who knew all along that Keldor would fail. The Vial of Venom became the key to the birth of Skeletor, Evil Lord of Destruction!

KING MIRO
Heroic Grandfather of He-Man and She-Ra

Miro, father of both King Randor and Prince Keldor, was a wise and fair ruler of Eternia, but his kingdom nearly fell during the Great unrest when the ambitious Count Marzo launched a rebellion. After defeating Marzo's ally, the evil Enchantress, a shipwrecked Miro encountered the timeless Gar sorceress Saryn on the Isle of Tears. The two fell in love, but Saryn couldn't leave the isle without aging into oblivion while Miro couldn't abandon his people to stay with her. After parting ways, Miro later discovered she'd given birth to their son Keldor, who he then raised alongside his second son Randor. Marzo and a vengeful Enchantress then expelled Miro into Despondos, a prison that held him for years until Randor and his children rescued him. While Miro died of old age after the Second Ultimate Battleground, the Reawakening brought him back to fight Marzo and the Enchantress again, this time alongside his great grandson Dare and grandson Malkyn. Miro then returned willingly to the afterlife, mourning Keldor's tragic downfall but grateful for Malkyn's redemption.

ATTAK TRAK did not receive a toy in MOTUC; it was a vehicle first introduced in the vintage MOTU toyline • For more information on **THE VIAL OF VENOM**, see pages 66-67 • **KING MIRO** did not receive an action figure in MOTUC; he first appeared in "Search for the Past," the 98th episode of the Filmation MOTU cartoon (1983)

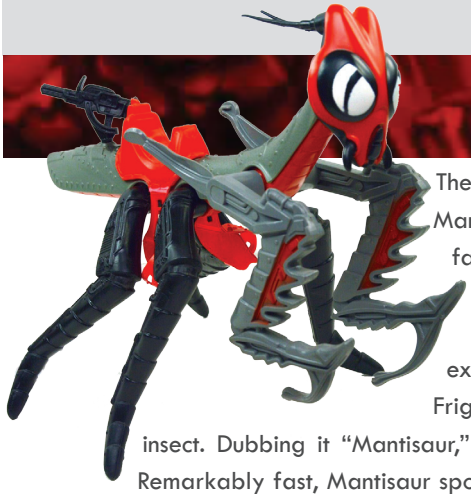
THE TWIGGETS
Little People of Whispering Woods

Inextricably linked to the magic of the Whispering Woods, the diminutive Twiggets are a jovial, peace-loving race of nature beings, many of whom reside in Twigget Village. Loyal and ever-inquisitive, Twiggets are clad in green and are ruled by the benevolent King Sprite and Queen Sparkle. The Twiggets are so deeply connected to Whispering Woods that they will become ill if any harm befalls it. Their mystical advisor, the half-Twigget witch Madame Razz, is seemingly immune to this ailment, perhaps due to her half-human nature. There is little doubt that the favorite activity of most Twiggets is the consumption of tasty treats like Spoo and Honey Apples, both of which are served at woodland festivals in Twigget Valley. Notable Twiggets include Spunky, known for his flute-playing, and Sprint, who performs remarkable cartwheels at the Summer Moon Festival. The heroic Twiggets Sprag, Spritina, and Sprocker are held in especially high esteem as members of the Great Rebellion, assisting them in protecting Whispering Woods from the Evil Horde. With their simple weapons, cleverness, and amazing stealth, they have surprised members of both the Horde and the Rebellion alike!

SERPENT RING
Ring That Brings About an Evil Metamorphosis!

Once a sacred artifact of the Snake Clan of Preternia, the Serpent Ring was said to once fit on the finger of the Goddess Asklepia, but her evil sister's servant the Unnamed One corrupted it when his Snake Men seized control of the Snake Clan's Ophidian Spire where the Ring had been kept. There, High Priest Pythonus conducted profane rituals, enabling King Hssss to use the ring to magically transform Eternians into new loyal Snake Men. Although the Ring's power was thwarted by Castle Grayskull numerous times, its curse persisted, turning champions of Eternos against their own kinsmen. Even after He-Man destroyed the ring, King Hssss was able to replicate its effect on Heroic Warriors Man-At-Arms and Mekaneck, forcing the Sorceress Teela to expend costly spells to restore them with the Secret Liquid of Life. Although Mekaneck's mind was set free, he often physically transformed back into a Snake Men warrior, which enabled him to bring many disillusioned Snake Men survivors into the faith of Asklepia and her avatar Sharella.

MANTISAUR
Evil Insectoid Steed



The unnerving combination of mechanical clanking and insectile buzzing signals the arrival of Mantisaur — insectoid steed of Hordak! First spotted on Beast Island, the gargantuan mantis fascinated Hordak. Intrigued by the "possibilities," he ordered a team of Horde Troopers to ensnare the monster. The squad, however, was quickly demolished by the enraged beast. Eventually, Hordak received his prize when the creature was captured by Mosquitor, who exerted an uncanny mental control over the animal. Within the Experimentation Matrix in the Fright Zone, Hordak transformed the giant mantis into a nightmarish cyborg, more machine than insect. Dubbing it "Mantisaur," Hordak gave it a red face mask similar to Mosquitor's — a rare nod to an underling. Remarkably fast, Mantisaur sports a rear-mounted blaster and mechanical forelimbs for snatching enemies off the ground. Additionally, Mantisaur possesses the innate biological ability to summon swarms of biting insects. Triumphantly riding his steed, Hordak brought Mantisaur when he invaded Eternia. After the Second Ultimate Battleground, Mosquitor claimed the Mantisaur for himself until both were finally apprehended in Dinosaur Valley by Rio Blast, who steadily and determinedly pursued them on Battle Bones.

THE TWIGGETS, a prominent group of characters who appeared in most of the media for She-Ra in the 1980's, did not receive action figures in MOTUC. • For more information on **THE SERPENT RING,** see pages 186-187 • **MANTISAUR,** which was introduced as a steed for Hordak in the vintage toyline, did not receive an updated release in MOTUC

LADY SLITHER
Evil Empress of the Snake Lair

The ambitious Slydira* became the chilling Lady Slither, a Viper Lord of the Unnamed One, after murdering her own mother Queen Ophidia and stealing her crown and transforming powers. Angered that her own forces met the same fate as those of King Hssss on Eternia, she assembled her Revenge Squad and invaded Trolla in order to seize the Temple of Power. After the Unnamed One's demise, she and other surviving Snake Men followed the essence of the Temple of Power as it merged magically with the restored Castle Grayskull on Eternia. Lady Slither kept rivals like Vypor and Lord Gr'Asp distracted with infighting while she and Camo Khan orchestrated several victories against Eternia. Although she conjured their evil Snake Goddess Serpentia, she resented the Goddess' command to share power with a revived King Hssss. To her surprise, Hssss proved to be her equal at intrigue and villainy, but her ambition is second to none. Unsparing and unscrupulous, Lady Slither suffers no fools while she slinks her way to power as the evil queen of the Snake Men!

**The name Slydira was based on the word "slidder," the Old English form of "slither."*

FONT OF GRAYSKULL
Magic Receptacle of Power

To help bring peace to an embattled Preternia, the first Council of Elders led by Keclar orchestrated the Treaty of the Eternian Towers in which the Evil Horde, the Snake Men, the Dragons of Darksmoke, and the Free People called a truce. To give all the factions on the planet equal power, they summoned Procrustus to bring the Starseed to the surface. He-Ro and Eldor grew a crystalline basin on which the Starseed could reside, allowing each faction leader to expose their weapon of choice to the talisman and to absorb some of its power. Although the treaty ultimately failed as treachery led to the continuation of the Great Wars culminating the Ultimate Battleground, the basin remained in the Crystal Chamber under the site of the future Castle Grayskull. The basin became known then as the Font of Grayskull, and because it too absorbed the Starseed's power, it was strong enough to contain the Orb of Grayskull housing the awesome knowledge and powerful spirits of the Elders themselves!

SKELETEEN
Son of Skeletor

Born Malkyn, Skeleteen was the son of Evil-Lyn and Prince Keldor. After Keldor's transformation, Evil-Lyn transported Malkyn away from Skeletor and into the future to be raised by his cursed grandfather. However, the Faceless One struggled with Malkyn's curiosity, refusing to discuss the boy's parentage, until Malkyn was later reunited with a greatly depowered Evil-Lyn who taught him dark magic and told him of his father. Fascinated by Skeletor, Malkyn proudly fashioned his own skull mask, upon which many called him "Skeleteen." Strongly influenced by his mother, he aided the Unnamed One and built a new evil army. Skeleteen was obsessed with "avenging" his father, and engaged in many battles against his cousin Prince Dare. After reclaiming the Havoc Staff, Skeleteen and Evil-Lyn successfully resurrected Keldor, who seemed fond of Malkyn... until he again became Skeletor, who mocked and brutalized the boy. When Evil-Lyn and Skeletor each tried to turn Malkyn against the other, the troubled Skeleteen left Snake Mountain for good. Surrounding himself with good-hearted rogues like the thieving Picklok, Malkyn eventually used his dark magic to aid others, and even formed an uneasy alliance with Dare.

LADY SLITHER did not receive an action figures in MOTUC, although she had appeared in MOTUC canon prior to the release of her official bio • For more information on the **FONT OF GRAYSKULL**, see pages 216-217 • **SKELETEEN** did not receive an action figures in MOTUC, although he had appeared in MOTUC canon prior to the release of his official bio

OVERLORDS OF TROLLA
Wise Council of the Timeless Dimension

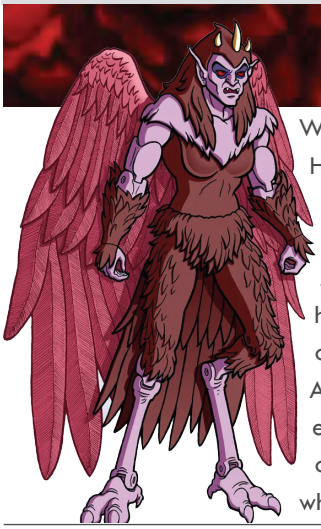
The Overlords of Trolla were a council of the wisest and strongest magicians on all of Trolla in the Timeless Dimension. Because of their innocence, the Overlords were favored by the Gods with secrets of their universe's Starseed, which they nurtured and allowed to grow in the Startree, a mystical oasis of power that fed the many magical beings throughout the Timeless Dimension. The Overlords' leader Za-Gras, together with Or-Ro the Oracle, Gorpo the Gatekeeper, Astrelle the Star Seeker, Bildo the Architect, Zi-Ra the Healer, and Lee-Ah the Hope Bringer, believed the Starseeds were the combined embodiment of the Aura of the Gods, the purest power, which they called He. To better understand this elemental magic, the Overlords innocently created the Sword of He to access the power, but Gorpo, corrupted by the evil Snake Goddess Serpentia, betrayed them by trying to steal it. While the Overlords defeated Gorpo, they became fearful of the imbalance of evil that had seduced him, and set out to create warriors to protect that balance and prevent more evil from corrupting creation.

DISGUISED SWORD OF POWER
Camouflaged Blade of Prince Adam

In addition to obscuring the appearance of Prince Adam, the Power of Grayskull also disguised the Sword of Power in a regal maroon color. However, this deception did not fool the nigh-omnipotent Om, who once pitted He-Man and Skeletor against each other to satisfy his voracious curiosity. Ever-inquisitive, Om later returned, wishing to learn if He-Man was also the most powerful man in the Multiverse. Snatching the Sword of Power, Om agreed to return it after his curiosity was satisfied. Reluctantly, He-Man accepted the challenge. Thrust into the Nexus of All Realities, he soon found himself on a barren moon. There, he faced two warriors — the caped, super-powered man*, who was kind of heart and virtuous of spirit, and an enraged, yet almost childlike, green-skilled behemoth.** From each combatant, Om took something precious that would be returned once his question was answered. The green monster roared, initiating a titanic battle of power that lasted many hours. Eventually, He-Man convinced his challengers to stop fighting, realizing that real power comes not from force, but from friendship. At this, Om declared He-Man the victor, and the three warriors parted as allies.

**This was a thinly-veiled reference to Superman, with whom He-Man crossed paths in past media but could not be mentioned by name in this bio. Behind the scenes, he was referred to as Sup-Orr. **This was a sly reference to the Incredible Hulk, who was referred to behind the scenes as Incredo-Bull.*

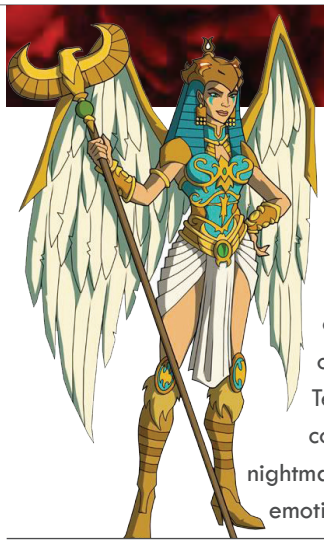
HUNGA THE HARPY
Evil Winged Queen of Talon Mountain



With an eerie cry that strikes fear into the hearts of even the bravest warriors, the vicious creature known as Hunga rules the harpies of Talon Mountain. Though Hunga is greatly reviled among the harpies, she is able to maintain control over her ravenous flock by wielding the magical Scepter of Riptalon. Years ago, when Hunga and her sister Gayda began to sate their unnatural appetites on the "soft-bellied children" of Bright Moon, a young Angella valiantly took up her sword, and along with the novice sorcerer* Micah, drove the harpies back into the mountains where they were forced to remain. Consumed by hatred for Angella, which only increased after she became Queen, the spiteful Hunga assisted Hordak by successfully kidnapping Angella during the Battle of Bright Moon. Hunga took immense pleasure in imprisoning and humiliating her enemy until Queen Angella was finally rescued by She-Ra and He-Man. Following the defeat of the Horde on Etheria, Hunga joined forces with Shadow Weaver in a plot to imprison Light Hope, but was betrayed when Weaver decided that Hunga's harpies would make fine servants.

**Although Micah (aka King Micah) originally appeared in the Filmation POP cartoon series as Angella's husband and Glimmer's father, he was later also depicted as a sorcerer in Dreamworks Princesses of Power cartoon.*

Of **THE OVERLORDS OF TROLLA**, Astrelle, Bildo, Zi-Ra, and Lee-Ah were first mentioned in MOTUC continuity, while Or-Ro (referred to as the Oracle) first appeared in the MYP 2002 cartoon. Only Gorpo (the Unnamed One) received an action figure in MOTUC • For more information on **THE DISGUISED SWORD OF POWER**, see pages 70-73 • **HUNGA THE HARPY**, who first appeared in the Filmation POP cartoon series, did not receive a figure in MOTUC

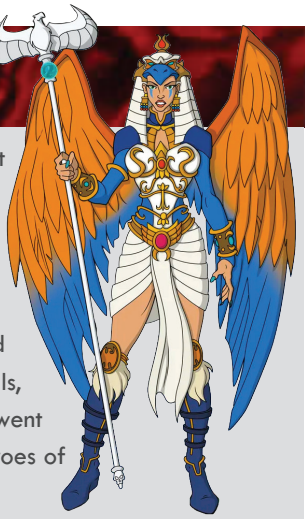


REAWAKENED SORCERESS
Winged Warrior of Vengeance

During the Reawakening, the Sorceress Teela Na returned to Eternia within the profane radius of the Temple of Darkness. Trapped in the ethereal form of Zoar, she was finally restored after Castle Grayskull was reconstructed by the most powerful mages of Eternia. Now clad in radiant armor, evocative of garments worn by Veena, the first Sorceress, Teela Na's eyes blazed with a turbulent and unsettling fury, for the Temple of Darkness had warped her benevolent nature and transformed her into an unforgiving instrument of vengeance. Operating in secrecy, and using corrupt magic unknowingly drawn from the Temple instead of from Grayskull, she meted out brutal punishments, showing no mercy to many of Eternia's villains. Initially, Teela Na harmed only evildoers, but soon even those who committed minor transgressions suffered severe consequences at her hand. Learning of these incidents, and hearing rumors about "the beautiful winged nightmare," a suspicious Teela tracked and finally confronted her resurrected mother. Overcome with conflicting emotions, Teela froze in horror as the former Sorceress coldly aimed the Staff of Zoar at her own daughter...

**This bio was a nod to the Sorceress' more Egyptian design in the 2002 MYP MOTU cartoon series.*

COUNCIL LEADER SORCERESS
Heroic Leader of the New Council of Elders



...Eyes ablaze, Teela Na aimed the Staff of Zoar at her daughter. Teela returned her mother's gaze, but would not move against her. The two stared at each other in silence, until at length Teela lowered her eyes and wept for love of her mother, grief-stricken over what she had become. At this, Teela Na began to feel their unbreakable bond in her heart as the cold rage melted away, finally freeing her from the corrupt influence of the Temple of Darkness. Dropping the staff to the ground, she tearfully embraced her daughter. Together, they returned to the restored Castle Grayskull for a joyful reunion with He-Man and Orko. There, Teela and Orko performed a ritual using the recovered pages from the Book of Living Spells, purifying Teela Na and changing the color of her new vestments to orange, white, and blue. Teela Na went on to become the wise leader of the new Council of Elders, helping to advise Teela, He-Man, and the heroes of Eternia for many years, and playing a key role in the legendary battle against the Supreme Arbitor.

**This bio was a nod to a mini statue of the character released by NECA in the 2000s which kept her new Egyptian design but colored her to more closely resemble her Filmation cartoon appearance.*

SAGITAR
Galloping Battle Beast

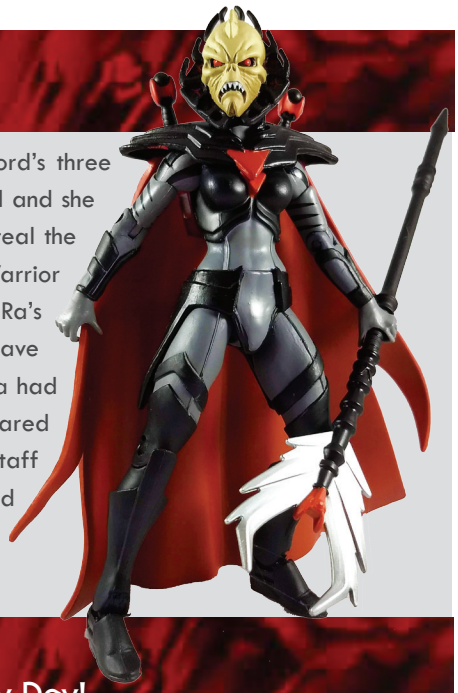
The spirited Sagitar of Herd Tharkas is a half-human, half-horse native of the planet Equinos in the Tri-Solar System. After Denebrian marauders led by the Space Mutant Staghorn attacked and pillaged several Equinosian homesteads, including that of Herd Tharkas, Sagitar's people formed a military defense force. Rather than join his beloved Besquita in the ranks of General Niquor, Sagitar followed Staghorn to Denebria, intending to bring the villain to justice, but instead he ended up helping He-Man and the Galactic Protectors escape a trap set by Staghorn's ally Quakke. When He-Man himself invited him to join the Protectors, Sagitar accepted, becoming a valued ally in the war with intergalactic tyrant Skeletor. Sagitar fought Staghorn over Primus when Skeletor tried to invade the planet with his weapon, the Denebrian Juggernaut, ultimately ejecting the villain into deep space. Sagitar ultimately followed Besquita when she became the Equinosian leader after General Niquor fell at the Battle of Fetra IV. His and Basquita's children later became allies of Prince Dare and his cousins Honor and Hope on Eternia and Etheria.

This design for **REAWAKENED SORCERESS** did not receive an action figure in MOTUC, nor did the design for **COUNCIL LEADER SORCERESS. • SAGITAR** did not received an action figure in MOTUC, although he was planned for eventual inclusion; this custom figure was created by Studiogenesis artist Lyndon Nuyles Alojado.

ETERNOS PALACE
Royal Palace of Eternia

Since the time of King Elden, who brought an end to the Age of Sorrow and took his rightful place on the throne, the great Palace of Eternos has stood as the seat of benevolent monarchical rule on Eternia. Built over the desolate ruins of Castle Talok, and overlooking the beautiful Kingdom of Eternos, the palace serves as home to Eternia's royal family. With walls made from rare Corderosa stone, the domed palace boasts a magnificent courtyard as well as a barracks and training grounds for the Eternian Royal Guard. Notable areas within the Palace include the Throne Room, the Council Chamber, the workshop of Man-At-Arms, a massive vehicle bay, the royal library and theater, as well as a vaulted dining hall where great feasts are thrown. Although it is a symbol of hope, the Palace has also seen its share of intrigue and deceit. Few recall the madness of Vesaron, third Earl of Eternos, but the vile machinations of the ancient court sorcerer Nextorr are a matter of historical record, as are the dark obsessions and resentments that eventually led to the ruination of Prince Keldor.

STAFF OF DESPAIR
Cudgel of the Evil Horde Queen



The Staff of Despair was the scepter of Queen Quintessa, the vain mother of Horde Lord's three sons. Though her husband gave her immortality, she watched in horror as her beauty faded and she and her family mutated with hideous deformities. With her enchanted staff, she tried to steal the youth and beauty of women from worlds conquered by the Evil Horde, but the Cosmic Warrior Hi-Ra destroyed her to save millions, sparking enmity between the Horde Empire and Hi-Ra's line of ancient galactic champions. Queen Quintessa's son Hordak kept her scepter and gave it to his adopted daughter Adora in her role as his Force Captain Despara. Although Hi-Ra had removed its power, the staff remained a dispiriting symbol of oppression and malice feared throughout the Horde Empire. Many years later as She-Ra, Adora finally destroyed the staff when a Reawakened Quintessa, the spitting image of her abandoned guise as Despara, tried to use it to steal the youth of Adora's daughters Hope and Honor. Its destruction restored many of Queen Quintessa's victims and ended the villainous queen forever.

CRYSTAL SUN DANCER
Lovely Winged Protector of Crystal Castle by Day!

Crystal Sun Dancer sensed the peril to Crystal Castle before she saw the Witches of Fire, Burnadette, Vesuvia, and Screamatoria scaling the cliffs of Skydancer, the bat-winged Dark Riders of Horror Hall flanking their attack. Guardian of the castle during the day, Crystal Sun Dancer had only minutes before dusk ended her power. Vile Shadow Weaver had sent the witches when she knew its sentry would be at her weakest, but Crystal Sun Dancer would defend the castle even though her rider Sweet Bee was busily protecting Crystal Falls from Octavia and her Octopus Women. With a musical neigh, Crystal Sun Dancer flew circles round the Dark Riders, whose fell shrieks echoed against the cliffs while deadly blades rose in skeletal hands. Containing not only the power of Crystal World but the magic of the Etherian sun reflected through her crystalline body, Crystal Sun Dancer drew the riders above the clouds where her light burned away the shadow spells animating them and banished their beasts into the void. Triumphant, she flew back down, but then the sun set! The castle's day time guardian's power was spent, and the Witches of Fire were just meters from its gates!

ETERNOS PALACE, a prominent location in most MOTU media, did not receive a playset in MOTUC • For more information on **THE STAFF OF DESPAIR,** see pages 448-449 • **CRYSTAL SUN DANCER,** which was introduced as a steed for Sweet Bee in the vintage POP toyline, did not receive an updated release in MOTUC

CRYSTAL MOONBEAM

Winged Stallion Who Protects Crystal Castle At Night!

With a gleaming radiance and a body that seemed to contain the starry night sky itself, Crystal Moonbeam appeared in the twilight and flew down to bar the Witches of Fire from the gates of Crystal Castle. Twin brother of Crystal Sun Dancer, Crystal Moonbeam shares her mystical connection to Crystal World and the original magic that built the Crystal Castle. The witches threw ensorceled fireballs at him, but She-Ra and Light Hope chose their guards well as his crystal hooves doused their fire-casting and a flap of his wings weakened their Fire Jewel power source. Next, they saw his rider, the seeress Peekablue, astride her magical steed, eyes blazing with her magical sight. "Flee, fiery villains," she warned, "or this night shall see your power eclipsed permanently!" The witches' sizzling snarls were merely symbolic, for their defeat was inevitable. Preferring to face the wrath of Shadow Weaver, they cast a fire magic portal back to Horror Hall, and Crystal Moonbeam soared triumphantly over Crystal Castle, its guardian until dawn would send him back to the Crystal Cavern and his sister's daytime vigil would begin anew!

MOON NORDOR

Evil Asteroid Fortress and Battle Base for Skeletor

The origins of Moon Nordor are unclear. Serving as the base for Flogg and his Evil Mutants, the foreboding, skull-shaped moon of Denebria hangs in space, staring eerily into the Tri-Solar System. Some say that Nordor was once part of Primus, sheared from the planet's surface by early scientists to prevent the evil of the Nordor Crystal from infecting the rest of the planet. Other legends claim that the moon is actually the hollow skull of a long-dead celestial being. In any case, Nordor holds many secrets and technological marvels. In addition to functioning as the Mutant base, the moon mysteriously infused Skeletor's new bionic parts with dark energies that increased his strength. Indeed, Skeletor eventually absorbed the full power of the Nordor Crystal itself. On Nordor, Skeletor discovered the secret entrance to the long-forgotten space base Skuldor, where he acquired the deadly Disks of Doom and a volume from the abhorrent Encyclopedia of Evil. Flogg's devastating super-weapons, the Guns of Nordor, once existed on Nordor's dark side, and were perpetually aimed at Primus until He-Man destroyed them using explosives created by the Priman scientist Gepple.

VYPOR

Evil Embodiment of Viper Tower

The young apprentice of evil wizard Ka, Vypor perverted ancient magic to fill himself with the evil essence of Viper Tower. Trapped in the submerged Tower for centuries after Ka's destruction, Vypor became the warrior mage of the Snake Men when a briefly allied King Hssss and Skeletor raised the Towers of Eternia. With his bone scepter Viperida, Vypor created his flying spy Mobulor, and replicas of Hsss' Serpentian Staff for his generals to wield, each giving Vypor eyes and influence across any battlefield. He disdains technology, yet it was the combination of Vypor's sorcery and the science of Fang-Or that helped them and a few others escape the Second Ultimate Battleground and later mobilize the Snake Lair. Upon returning to Eternia, Vypor stole Ka's staff from Teela and used it to pit Castle Grayskullman against King He-Man until blue-furred Saz emerged from Central Tower in humanoid form to break the spell. Vengeful, Vypor later used the Medallion of Serpos to free his evil goddess Serpentia. Always scheming Vypor's most loyal acolytes are stretch-necked Anacondus and archer assassin Quick Flick.

CRYSTAL MOONBEAM, who was introduced as a steed for Peekablue in the vintage POP toyline, did not receive an updated release in MOTUC • **MOON NORDOR**, which served as the main headquarters of Flogg and his fellow Mutants in *The New Adventures of He-Man* cartoon, was also a playset in the 1989 "He-Man" toyline • **VYPOR** first appeared in a MOTUC mini-comic

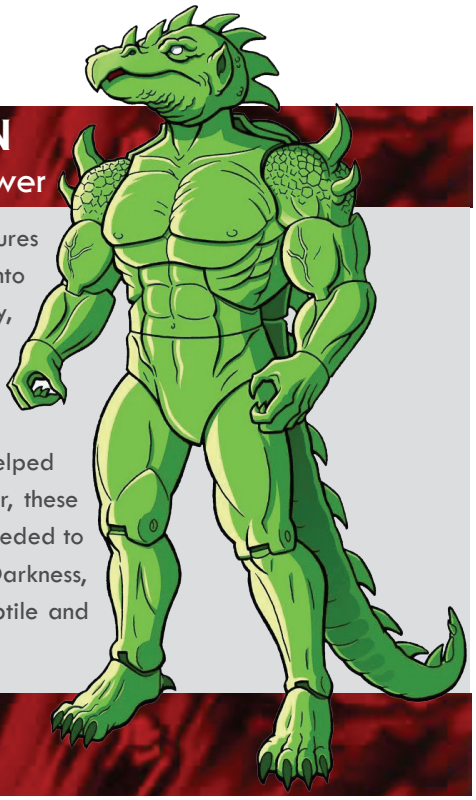
MASKS OF POWER WOLF DEMON

Treacherous Transformation by the Masks of Power

When Prince Adam and royal archeologist Melaktha unearthed the City of the Ancients, they found the Masks of Power, weapons from the arsenal of the goddess Mask-Ra. To capture the masks, Skeletor sent two diminutive orcs, but the tricksters donned the masks themselves and gained their mystical powers, growing into massive, savage warriors. The Wolf Mask gave its wearer a canine humanoid appearance with supernatural strength to rival even that of He-Man, and command over the Veil of Evil allowing him to trap enemies behind a mystic barrier. Though the empowered demons bested Skeletor and attempted to steal for themselves the long lost Sword of the Ancients buried under Snake Mountain, He-Man defeated them by striking off their masks, reverting them again to simple orcs. Years later a revived Lord Masque — collector of Mask-Ra's lost artifacts — reunited the orcs with their Masks of Power to help him and Shokoti defeat Prince Dare, who, with the help of the Spirit of He-Ro and a reawakened King Miro, wielded the Sword of the Ancients after the Reawakening.

MASKS OF POWER REPTILE DEMON

Malevolent Metamorphosis by the Masks of Power



When Skeletor ordered two orcs to retrieve the Masks of Power, the mischievous creatures chose instead to don the masks themselves. In doing so, one of the orcs was transformed into a powerful wolf-like being, while the other became a reptilian demon with increased agility, immense strength, and the ability to cast unbreakable entrapment spells. After they were defeated by He-Man and Fisto, the two orcs desperately yearned to wear the precious Masks of Power again. Their desire was fulfilled years later when Lord Masque reunited them with the masks and transformed them back into demons. The two creatures then helped Masque in his quest to locate the remaining "faces" of the goddess Mask-Ra. Together, these enigmatic relics, which included Lord Masque's own restored mask, provided the magic needed to successfully break the ancient enchantment that imprisoned Shokoti within the House of Darkness, allowing the witch to blight Eternia with her presence once again. Subsequently, the Reptile and Wolf Demons joined the ranks of Shokoti's deadly and devoted chaos mages.

DEMONIC SKELETOR

Unhinged Lord of Destruction

When the Spirit of Hordak on Eternia used dark magic to save an injured Keldor by fusing his body and spirit to that of Demo-Man, the result was initially an insane, skull-faced monster called Skeletor. Unstoppable, the new Lord of Destruction rose armies of green orcs and savage demon warriors and sought to destroy all life he encountered. So dangerous was Skeletor, that Keldor's secret wife Evil-Lyn sent their infant son Malkyn into the future with the help of her father the Faceless One for fear a mad Skeletor might destroy the child. Finally, after many clashes with Oo-Larr, the last He-Man before Prince Adam, much of Keldor's lucidity was returned to Skeletor when Evil-Lyn helped him obtain the long lost half of the Sword of Power. Under the ancient magic blade's stabilizing influence, Skeletor became more reasonable, but the madness from his initial transformation often returned in the form of his vendetta against King Randor and undying ambition to become the one true Master of the Universe!

THE MASKS OF POWER WOLF AND REPTILE DEMONS, which first appeared in a vintage MOTU mini-comic, did not receive action figures in MOTUC • For more information on **DEMONIC SKELETOR**, see pages 8-9.

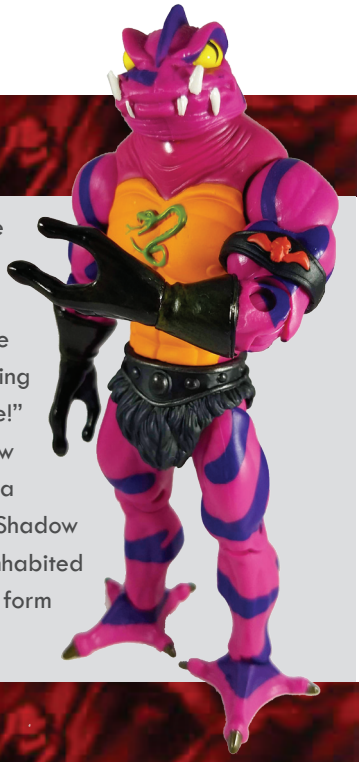
CAT SHIELD

Fearsome Force of the Foul Feline!

Created by an evil sorceress of the Magicats with the same dark powers as the Grimalkin of Eternia, the Cat Shield gives its bearer horrific destructive powers. Magically calling to the Cat Mask of Catra, the shield drew the jealous beauty of the Evil Horde to Horror Hall where Shadow Weaver had tried and failed to steal its sinister powers. In Catra's claws, the shield became far more than a defensive aegis and enabled her to launch her own bid to conquer Etheria for herself. With the shield's nightmarish powers, she commanded storms of lightning and wrath, even creating cyclones of such furious might that they could trap She-Ra and the mighty Swift Wind in mid-flight. A treacherous, razor sharp edge also makes the shield into a lethal offensive weapon for Catra to throw like a spinning blade at her enemies, sending many Etherian rebels diving for cover. Matched only by the mystical golden shield given to She-Ra by Light Hope, the Cat Shield turns Catra into an even more dangerous foe, one who could challenge even the most powerful woman in the universe.

EVIL HORDE ARMBAND

Hateful Symbol of Allegiance to the Evil Horde



Following the retreat of the Evil Horde, the heroes of Etheria battled many villains who took advantage of the power vacuum left in the Horde army's absence. The former Rebels stamped out uprisings by remnant Horde contingents, publicly burning the repugnant Horde Armbands worn by many of its former members. As the years passed, some Etherians, many too young to remember the unspeakable horrors wrought by Hordak, began expressing a disturbing admiration for Etheria's old enemy. Donning makeshift Horde armbands of their own, they proclaimed that, "things were better with the Horde!" Although they were initially seen as ignorant trouble-makers, and foolishly ignored by most, Shadow Weaver herself took a special interest in these individuals. Perceived by these misguided souls as a legendary war hero, she secretly helped them to organize and grow in number. Soon thereafter, Shadow Weaver received word from Eternia that Hordak had miraculously returned, and that his spirit now inhabited a strange robotic body. Promising her Nu-Horde minions that she would restore Lord Hordak to his true form and return with him, Shadow Weaver left Etheria in search of the ruthless villain.

STAFF OF TRANSFORMATION

The Metamorphic Rod of He-Ro

The Staff of Transformation, created by Gray, young apprentice to Eldor, was a magical rod which allowed him to transform into Ro, the Cosmic Warrior he had been before Horde Prime de-aged him and erased his memory. Possessing an interdimensional core of cosmic energy, the staff housed many magical Spellstones collected from across Eternia and many dimensions. These includes the blue* Spellstone of Strength, to grant brawn and durability; the white Spellstone of Light to illuminate even the deepest darkness; the purple Spellstone of Healing for restorations; the red Spellstone of Defense, by which he could transform his enemies into less dangerous creatures; and the green Spellstone of Protection by which Gray could transform into his ultimate heroic form He-Ro. Much of the staff's magic passed into the Sword of Power after He-Ro's demise, eventually enabling his descendants to transform into He-Man and She-Ra. King Grayskull buried the staff in a hidden crypt where it waited for He-Ro's descendant Dare, guided by He-Ro's spirit, to wield it as a new heroic wizard of Eternia.

**The purple, red, and green spellstones were all included as surprise variants with the MOTUC He-Ro figure. A blue (strength) and white (light) spellstone were added by bio writers Eric Marshall and Danielle Gelehrter to reflect the powers of He-Man and She-Ra.*

For more information on **THE CAT SHIELD**, see pages 116-117 • For More information on the **HORDE ARM BAND**, see pages 18-19 • For more information on the **STAFF OF TRANSFORMATION**, see pages 22-23.

RED SHADOW
Heroic Masked Master of the Dark Jungle

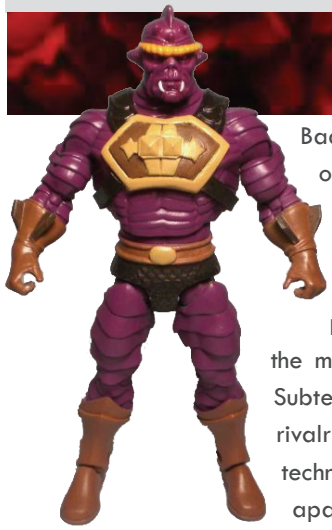
Born with an offensive stripe of blood red fur down his back, Dumaskas* was a shunned prince of the Beast Men in the Vine Jungle of Preternia. Feared as a pariah, he was forced by his brother B'Steel to wear a magic mask that made him into a servant of the Great Black Wizard until the Preternian nature god Moss Man set him free. Unable to remove the mask, Damascus became known as Red Shadow, now able to commune telepathically with the fauna of Preternia. Even alien beasts heard his calls, as he discovered when he saved his loyal friend Hop-Or, a small hopping Shminavit of Tranis, one of many aliens magically stranded on Preternia by the spellcasting of the Great Black Wizard. Red Shadow later defeated B'Steel and taught their innocent younger brother B'Karr how to speak to animals as well, making him into the fabled Beast Lord who united the Beast Men clans as allies of King Grayskull. After the Great Wars, Red Shadow used the magic portals of Castle Grayskull to find peace on other worlds.

**Dumaskas was an original name inspired by Alexander Dumas, who wrote The Man in the Iron Mask.*

TUVAR
Evil Intergalactic Bounty Hunter

Tuvar was an intergalactic bounty hunter and thief known for his expertise with high-tech weaponry. Despite his formidable skills, Tuvar was eventually captured by the lawman Rio Blast and incarcerated at Prison Starr. There, he met the brutish gangster Baddrah and instantly disliked his cell-mate's boorishness. The two argued incessantly, but shared a mutual loathing for their prison confines. At the urging of fellow inmate Galen Nycoff, Tuvar and Baddrah put their heads together and devised an ingenious escape strategy. As they fled, however, a brawl erupted between them, causing their stolen space cruiser to crash-land on Eternia. Blaming Baddrah for the accident, Tuvar left his fellow fugitive to die in the flaming wreckage. Tuvar remained on Eternia, but was soon plagued by the surviving Baddrah's attempts to outdo and undermine his reputation as a bounty hunter, cementing a rivalry that persisted even after their transformation into the Evil Warrior Two Bad. Many years later, a resurrected Skeletor ordered Two Bad to return to Prison Starr where he successfully liberated the likes of Clawful, Karg, "Strong Arm," Hoove, and Lizorr, among others.

BADDRAH
Evil Mercenary Brute!



Baddrah was a brutal Denebrian enforcer for the galactic mob until a botched smuggling deal gave him a one-way ticket to the Prison Starr. Baddrah blamed technology for his downfall and hated his cellmate, Tuvar, who prized gadgetry instead of sheer muscle.* Wanting to be rid of their endless fighting, fellow inmate Galen Nycoff suggested they combine Baddrah's muscle with Tuvar's techskills to escape. Despite their initial success with cooperation, their rivalry persisted and soon marooned them on the backward planet Eternia. Initially Baddrah found work as a gladiator in the arena of Lord Choloh, then later joined the mercenary goon squad serving the warlord Prahvus until he saw Tuvar working as a bounty hunter in Subternia and decided he could catch twice as many bounties without relying on Tuvar's machines. Their ensuing rivalry left them merged as the Evil Warrior Two Bad, but Baddrah continued to resent Tuvar's affinity for technology, often breaking his creations out of spite. Modulok later gave them the ability to temporarily split apart again, recruiting them with the dubious promise he'd make the split permanent.

**Baddrah's characterization as a brute in contrast to Tuvar as a man of technology and gadgets is based on their depictions in the 2002 MYP MOTU cartoon series, specifically the episode "The Monster Within."*

RED SHADOW was a character first introduced in the MOTUC mini-comics •
For more information on **TUVAR** and **BADDRAH**, see pages 296-297

NOCTURNA
Galactic Martial Arts Hero

Hailing from the Eastern continent of Mida on Primus, Nocturna is among the youngest of the Galactic Guardians. After the death of his parents, he was taken in by high-tech warrior priests at the ancient temple of Saint Bodhan. There, Nocturna learned the secrets of intense concentration and non-lethal martial arts. A quick study with an almost preternatural ability to see in the dark, Nocturna soon became the temple's top student. Given the Laser Bow of his sensei, he was sent to the city of Levitan where he helped those in need. After saving Spinwit and Vizar from an assault by Karatti, the young Nocturna was invited to join the Galactic Guardians, although he earned Karatti's eternal enmity in the process. An agile fighter, Nocturna occasionally showed youthful lapses in judgment. Initially, he felt the Vasionic Shield was strong enough to protect Primus from an invasion by the Space Mutants, and dismissed the idea of finding the legendary He-Man. In time, Nocturna gained wisdom, and along with Vizar, he bravely commanded an Astrosub fleet, saving countless lives during the deadly Battle of Fetra IV.

SHIELD OF GRAYSKULL
Mystical Shield of Protection

The Shield of Grayskull is a mysterious relic made by the very magic of Castle Grayskull itself. Emblazoned with the winged skull sigil, the true meaning of which was known only to a secret order of knights called the Guardians of Grayskull, the shield provides absolute magical protection to its wielder. Additionally, it inflicts grievous burns upon any evildoer who dares to touch it. Although the shield has rarely left the confines of Castle Grayskull, historical accounts note that it, along with the dual Swords of Grayskull, was once wielded in defense of Eternos by the heroic brothers Prince Valor and Prince Emil seven hundred years before the birth of Prince Adam and Princess Adora. Armed with the enchanted shield, Valor and Emil defeated the evil demon wizard Angast and restored the Gar warrior woman Illumina, who renounced her villainous past to become their ally and new emissary to the Guardians of Grayskull. Following the defeat of Angast, the royal brothers returned the shield to Castle Grayskull where it remained until it eventually reappeared in the powerful grip of the castle's intimidating golem protector, Castle Grayskullman.

TAMADGE
Evil Cyborg Sorceress Dragon

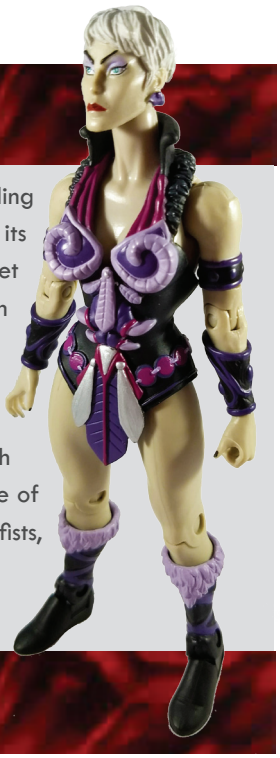
The wingless Tamadge was a sorceress dragon from Darksmoke who wanted to combine the magic of the dragons' Fire Pit with the alien science of the Evil Horde. Banished for treachery, she flew to the planet's core and fought Procrustus to a stand-still in order to steal power from the Starseed. She gained access to the Laser-Light energies and created cybernetic red wings. Terrorizing Eternia with her laser-fire breath, Tamadge fought with the elder wizard Keclar, who destroyed her body and turned her heart into the Gem of Tamadge. Many centuries later, Modulok, in his Ultrabeast form, recreated her with a new heart powered by an enchanted volcanic stone collected from Mount Barathrum. Tamadge's lost spirit was paired with her new body by the witch Sultra, who wanted to use Tamadge to break into the restored Castle Grayskull, but Tamadge proved impossible for both Sultra and Modulok to control. Only Sir Laser-Lot and Plasmar were able to contain Tamadge long enough for Granamyr to trap her in a column of ice stored in the frozen caves near Darksmoke.

NOCTURNA, who was introduced as a character in the 1990 *New Adventures of He-Man* cartoon and accompanying toyline, did not receive an updated release in MOTUC • For more information on the **SHIELD OF GRAYSKULL**, see pages 214-215. • **TAMADGE** was first introduced in MOTUC canon; no imagery of the character exists.

DIABOLICAL SNAKES
Elite Soldiers of the Snake Men

During the cosmic reign of King Hssss, he selected his elite guards by making them fight each other for the honor. Many years later on Eternia, he arrogantly dismissed these guardians so that he could slay his enemy Zodak in single combat over the great dome of Castle Grayskull, but he underestimated his foe's mystic skills and lost when Zodak beheaded him. Blamed for Hsss's demise, the guards were forced by Snake Men Sorcerer Vypor to drink the Venom of Serpos which killed all but their strongest warriors and mutated those who remained. Even though Vypor used the magic of Viper Tower to restore King Hssss, guard leader Reptilax and the other survivors were exiled until Camo Khan, on a secret mission to steal the Havoc Staff for King Hssss before the Second Ultimate Battleground, enlisted them as his Diabolical Snakes. They later escaped destruction with Fang-Or and Reptilax and pledged their undying loyalty to Lady Slither as her chief enforcers after Camo Khan defected to the Evil Warriors of Skeletor.

DECEITFUL EVIL-LYN
Duplicitous Plotter of Secret Schemes



Evil-Lyn gazed up at Snake Mountain. Deep in thought, she recalled her surreptitious journey to the sprawling Sands of Time where she encountered the living Sphinx amidst ruins of long-past ages. She had answered its riddle and learned the exact location of that which she sought. The witch entered Snake Mountain's secret cavern, passing through smooth passages dug by the hapless Mole People of Arundial. Hours later, deep within the bowels of the fortress, Evil-Lyn carefully descended broken steps until she reached a heavy wooden door that bore a wolf's head crest made of iron – the room where the Sphinx told her to look. Slowly, the witch entered. The room, illuminated by a pulsing glow, housed an ornate pedestal upon which rested a luminous stone. A wicked smirk appeared on Evil-Lyn's face… until she heard a familiar voice. "The legendary Ilearth Stone! How thoughtful of you to locate it for me." Evil-Lyn spun around, greeted by the unsettling countenance of Skeletor, her plan ruined. Forcing an icy smile, Evil-Lyn replied, "But of course, Skeletor." She clenched her fists, already thinking about her next scheme.

ZANTHOR
Cosmic Master of Illusion

Once a promising young wizard of Eternia, Zanthor learned spellcasting from his uncle Kor*, the sorcerer of the Darklands, and was a candidate to guard Castle Grayskull itself. Impressed, the Council of the Wise entrusted him with their Golden Disks of Knowledge, but an honored Zanthor was soon tricked by Skeletor into sharing the Disks' contents with him, a betrayal for which the council punished him, as they had the Faceless One, turning him into a wandering phantom. Seeking redemption, Zanthor later distracted Skeletor with his illusions so that He-Man could recover the disks, persuading Zodac, the last corporeal member of the Council, to restore Zanthor's physical form and induct him into the Cosmic Enforcers. Grateful, Zanthor loyally followed Zodac's orders, but when the Supreme Arbitor ordered him to help raise a slain Skeletor from the dead, he began to doubt the Enforcers' vision of a cosmic balance. With his Klybian lizard-lady ally Leviatha, and the Equinosian brute Karsak, he eventually saw the insanity of the Supreme Arbitor and helped Zodac and He-Man defeat him to prevent him from initiating a galactic holocaust.

**Kor was a character featured in the Filmation MOTU cartoon series, and although he wasn't identified as a relative of Zanthor, the two characters shared the same model sheet. Making them relatives in MOTUC was a nod to their physical resemblance.*

For more information on **DECEITFUL EVIL-LYN**, see pages 152-153

CASTLE BRIGHT MOON
Majestic Home of Queen Angella

The golden towers of Castle Bright Moon have long been a symbol of hope and prosperity on the planet Etheria, but never more so than during the occupation by the Evil Horde. Built by the first Princess Alliance, the enchanted castle was tied to Etheria's moons, Elidor and the twins Topazia and Emeralda. While the castle often empowered the royal family of King Micah, his wife Queen Angella of Mizar combined her own magic with that of the castle in order to protect it and Etheria from the Evil Horde's robotic Horde Troopers and devastating Destructo Tanks. Open to all people of Etheria, Castle Bright Moon often shelters children displaced by the Evil Horde's occupation. Located by the Lake of Bright Moon, the castle is surrounded by the magical Whispering Woods, which provides cover and protection from invaders with its giant moving cotton-like tufts and striped, mobile tree stalks. Containing a grand audience chamber, bejeweled throne room, and golden banquet hall, Castle Bright Moon is a place of splendor and peace, a relief from the war and conflict brought by the Evil Horde.

TRIDENT OF AQUATICA
Sea Spire of Eternia

In the days of Preternia, the oceans on planet Eternia were ruled by the Undersea King, Marin-Or the Wise, who forged a powerful Trident in his city of Aquatica. Yet, the Age of Sorrow brought gloom to his undersea realm, and Marin-Or's descendants became weak and cowardly. By the time Mer-Man seized the Trident, it had become a symbol of tyranny, one he kept even after he was deposed and forced to serve Skeletor. The Etherian mermaid Mermista unlocked hidden power that Mer-Man's line had forgotten, and with it beheaded him in the Second Ultimate Battleground. Not wanting to keep such a deadly weapon, she entombed it in the Sea of Rakash where it remained until a young grave robber who inherited his cousin Mer-Man's power over aquatic life, stole it and claimed to be Mer-Man II, the proper heir to the throne. A Reawakened Mer-Man fought his cousin for the trident before both were pulled into the Pool of Bakkull, leaving the trident to be picked up by the Aquatican Princess Nami, who ruled more wisely than her predecessors.

EVIL WARRIOR OPTIKK
Mysterious Evolved Mutant

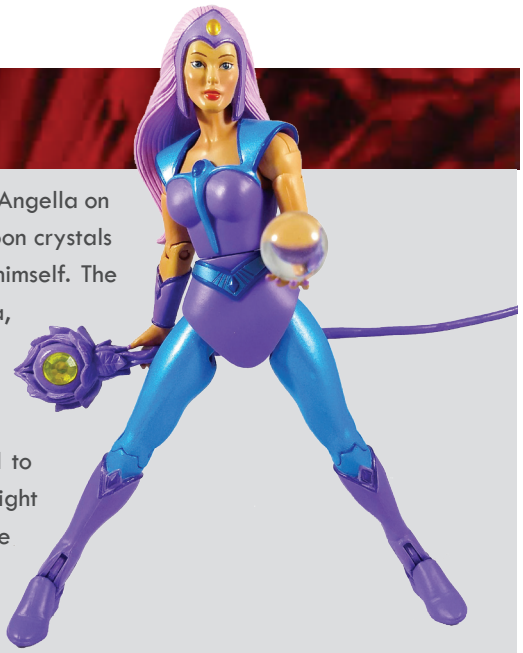
Many years after his unexplained disappearance at the Battle of Fetra IV, the eerie Space Mutant Optikk reemerged in the outer reaches of space, having escaped destruction by way of a Shuttle Pod. Over time, Optikk's large iris gradually changed from green to a strange amber color. With this, his mysterious optical abilities evolved as well, even allowing him to unintentionally glimpse events in parallel bands of time. A master of reconnaissance and former navigator of the Mutant Mothership, Optikk eventually found the path to Eternia, the magical planet Skeletor once described to the Mutants when he was in an uncharacteristically wistful frame of mind. When Optikk finally reached Eternia, he was reunited with several fellow Mutants such as Lizorr, Slush Head, and Hoove, all of whom had been freed during the twin breakouts at Prison Starr, enacted by Two Bad and Blast-Attak as directed by the reawakened Skeletor. Optikk and the remaining Mutants joined once more with Skeletor, becoming members of his Evil Warriors on Eternia. When Skeletor learned of Optikk's newfound ability to glimpse parallel universes, the Lord of Destruction became deeply fascinated, indeed...

For more information on **THE TRIDENT OF AQUATICA**, see pages 14-15 •
For More information on the **EVIL WARRIOR OPTIKK**, see pages 60-61

LAND SHARK
Evil Monster/Vehicle

When Skeletor sent his Evil Warriors in search of weapons to help him defeat He-Man and capture Castle Grayskull, the ocean warlord Mer-Man recovered the robotic husk of a Crimson Carkarodon, the droid shark sentinels of the sunken city of Morraturia. Converted into a land transport assault vehicle by Trap Jaw and dubbed the Land Shark, the Evil Warriors chomped their way through the Eternian landscape, leaving an unparalleled path of destruction in their wake. The Land Shark even critically damaged the Attak Trak, and nearly killed Man-At-Arms and Teela if not for He-Man, who was the only thing to withstand the Land Shark's crushing bite. Later augmented with its own artificial intelligence, and a devoted pilot named Jawsome, a former member of the Fighting Foe Men and a shark-man warrior from Morraturia, the Land Shark remains a powerful transport in the arsenal of Snake Mountain.

STAFF OF LIGHT
A Glimmer of Hope in the Dark



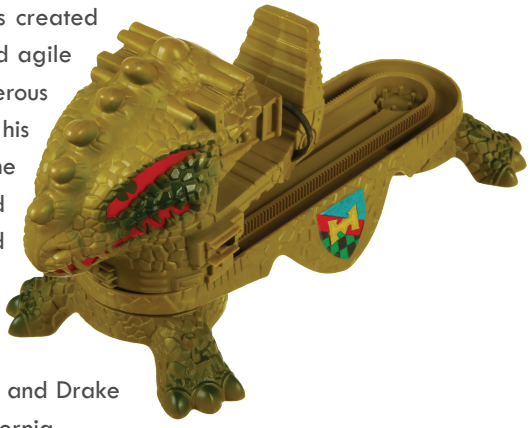
The Staff of Light is a magical artifact given to Princess Glimmer by her mother Queen Angella on her sixteenth birthday. Like Glimmer's tiara, it contained one of the magical Bright Moon crystals that had been given to the grandmother of her father King Micah by Light Hope himself. The Staff of Light brought the hope of Bright Moon to even the darkest corners of Etheria, illuminating the way for lost souls fleeing the chains of Hordak and the Evil Horde and even revealing its wickedness to well-intentioned members like Corporal Romeo and Cadets Lonnie, Kyle, and Rogelio, who had been deceived by Hordak's lies and hypnosis spells cast by Shadow Weaver. While the staff's power initially appeared to wane after being kept too long in the dark, Glimmer gradually discovered that its light flowed from her own inner power which no darkness could eclipse fully so long as she believed in herself and the love of her friends. She later magically split the staff in two, giving one half each to her daughter Princess Ember and son Prince Umber.

ORDER OF DAMON
Fanatical Cultists of the Wizard Damon

A cult of deluded fanatics, the Order of Damon was devoted to the mad sorcerer Damon, who could channel demonic energies to transform himself into a diabolical creature which he called his "Ascended Form." Craving magical artifacts of all kinds, Damon brainwashed his devotees into believing that he cared for them, always promising that their own "Ascension" was close at hand. During the Great Unrest, Damon engaged in hand-to-hand combat with Prince Keldor, who nearly killed Damon until the mad wizard looked into the Prince's cold eyes and stated that Keldor would soon become the most "Ascended" of them all, upon which Damon laughed and vanished in a sulfurous cloud of yellow smoke. The mage reemerged years later, becoming a thorn in the sides of both He-Man and Skeletor, who finally succeeded in destroying his fellow psychopathic wizard. The Order of Damon remained undeterred after Damon's demise, however, and continued collecting magical artifacts, fervently awaiting the day when Damon would return to give them their "Ascended" forms. They got their wish after the Reawakening, when Damon reappeared and transformed the cultists into his frenzied demon slaves.

THE LAND SHARK was first introduced in the vintage Masters of the Universe toyline, but did not receive an updated toy in MOTUC • For more information on **THE STAFF OF LIGHT**, see pages 298-299 • **DAMON** first appeared in the DC MOTU comics (1982). He did not receive an action figure on MOTUC.

DRAGON WALKER
Sidewinding Beast/Vehicle



The behemoth known as the Dragon Walker is based on semi-sentient war machines created by Granamyr to fight the Evil Horde and Snake Men during the Great Wars. Fast and agile despite their size, the Dragon Walkers could cross Preternia in record time, their thunderous sidewinding strides accompanied by the dragonfire of Darksmoke. Not wanting his creations to be wasted by human corruption, Granamyr destroyed his fleet after the First Ultimate Battleground, but he spared one belonging to the green draconian hybrid pilot, Drake Gate. Many villains coveted the Dragon Walker, but Drake Gate rejected their offers until the Ice Queen Iandir magically entombed him and his transport. He was finally freed by Icer and Draego-Man, who intended to add the Dragon Walker to the arsenal of Skeletor, yet He-Man and Man-At-Arms defeated the villains with Drake Gate's help. The Dragon Walker then became a vehicle of the Heroic Warriors and Drake Gate later helped the reformed Fighting Foe Men redeem themselves by defending Eternia.

WAND OF DREE ELLE
Magical Trollan Staff

Like all Trollans, Dree Elle is most proficient with hand and gesture magic, rarely requiring the conduit of a wand, but she created her own, adorned with her personal initial, when she came of age before slipping it under her cap for safe keeping. Only required when performing especially powerful and complicated magic, Dree Elle's wand is tied to her own soul source, a pure connection she and all Trollans share with the magical heart of their world. Her wand helped her spirit the Trollans to safety when the Revenge Squad of Lady Slither attacked, and later it enabled her to help her beloved Orko and his Uncle Montork cast a great spell of protection to save Trolla from an evil energy force released by the wicked wizard Azrog. Due to the unfathomable powers released, Dree Elle's wand shattered during the spell, threatening to extinguish her own life, but the spirit of the great healer Zi-Ra, a member of the Overlords of Trolla and patron of all caregivers, appeared and saved her by mending her wand as a reward for her great kindness and noble sacrifice.

SPYDOR
Evil Stalker

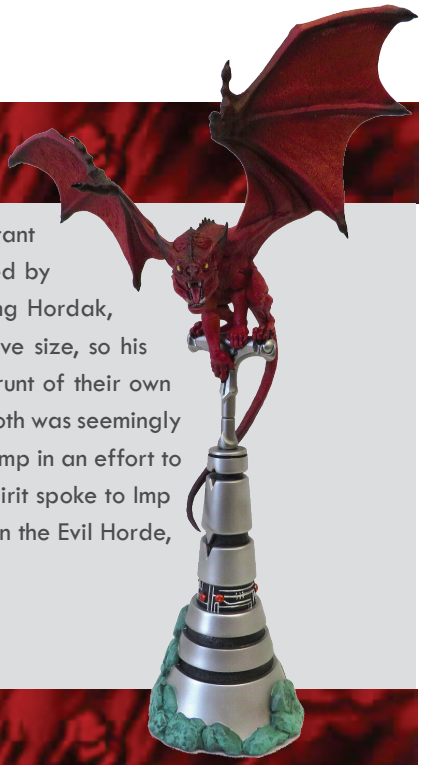
When the Arachna mothership the Preditaur crash-landed on Preternia, the evil Queen Tyrantula attempted to conquer the planet with her insectoid invaders, none so menacing as the Weblord giants, colossal sentinels on eight legs. Though the army of King Grayskull defeated them, a few of the Weblords survived in Subternia until Webstor lured one to Snake Mountain for his master Skeletor. Using the Mechano-Ray, a diabolical invention of Modulok and Tri-Klops based on the techno-organic virus of the Evil Horde, Skeletor turned the most powerful Weblord into Spydor, his evil robotic stalker and land assault transport. With muscles and mandibles of menacing metal, Spydor gave even the might of He-Man a challenge in battle. Sentient and sinister, Spydor wanted nothing more than to destroy the world that had been built over her dead ancestors' bodies. Although Spydor was loyal to Skeletor, she was abandoned after the Second Ultimate Battleground, and later she served Mosquitor, a free agent after the death of Hordak, and the Crimson Countess, who sought to rule over an undead Eternia, exactly the world Spydor craved.

THE DRAGON WALKER and **SPYDOR** were first introduced in the vintage Masters of the Universe toyline, but did not receive update toys in MOTUC • For more information on **THE WAND OF DREE-ELEE**, see pages 516-517

SLIME PIT
Evil Pit of Grotesque Ooze

The Slime Pit was an horrific torture device that turned its victims into mindless, monstrous zombies by coating them in the Slime of Evil, a malevolent substance discovered by Slymepig, the Porcinian minion of Hordak. Although the Slime Pit was primitive in appearance, its design combined skeletons from Beast Island with the ensorceled ooze, giving it the unusual ability to shift between dimensions, which allowed Hordak to temporarily return to Eternia and make zombies of the Heroic Warriors and Evil Warriors alike. The Slime of Evil, left behind by an ancient civilization which had long ago destroyed itself, was no match for the healing powers of She-Ra, but presented a greater challenge for He-Man, who only survived the slime's corruption with the help of the Comet Warriors. Though a restored He-Man reduced the pit to rubble, the Slime of Evil gained semi-consciousness and reformed into He-Man's likeness, a mute monster who rebuilt the pit and stood guard over it as it drifted between dimensions, an omnipresent menace waiting for new victims to wander into its sinister cavity.

KOTH THE HORROR BAT
Vicious Pet of Hordak



Koth was one of the Horror Bats indigenous to Horde World, bred to harvest their laser-resistant wings for use as shields in the army of the Evil Horde. Though he was only a runt, Koth survived by being vicious and brutal, killing and eating other Horror Bats that were twice his size. A young Hordak, while touring their slaughter houses on Horde World, praised Koth's zeal despite his diminutive size, so his spiteful brothers Horde Prime and Horde-Or gave him Koth in an attempt to mock him as the runt of their own family. Yet Hordak favored his new pet, whose wings acted as a shield to protect him in battle. Koth was seemingly destroyed when Hordak was sent to Despondos, though in truth he was trapped and hidden by Imp in an effort to replace him as Hordak's most faithful servant. Years after Hordak's body was destroyed, his spirit spoke to Imp through Koth, eventually directing him to build Hordak a new horribly robotic body. Like many in the Evil Horde, Koth yearned to someday destroy Imp and regain his place at Hordak's side.

WAND OF VIPERIDA
Skeletal Scepter of Vypor

After Vypor gained the powers of the Viper Tower, he mystically inherited the knowledge of his teacher, the snake wizard Ka, as well as his boundless ambition. Smitten by Ka's other apprentice, the cunning Viperida, Vypor turned on Ka and fused his body to the side of Snake Mountain and stole the last of his magic. Although he thought Viperida wanted him to take Ka's place, her true plan was to kill Vypor and take both his and Ka's combined magic for herself. Outraged, Vypor fought her in a wizard's duel, defeating her when his devoted ally Anacondus trapped her in his constricting coils. Vypor transformed Viperida into the demonic wand he now wields as the sorcerer of the Snake Men, a weapon that adds her magic to his own as well as Ka's. Though Vypor's spells force the Wand of Viperida to obey him, its power sometimes betrays him as the original Viperida attempts to free herself and replace him as the spell-caster of King Hssss and the Snake Men.

THE SLIME PIT was first introduced in the vintage Masters of the Universe toyline, but did not receive an updated toy in MOTUC • **KOTH THE HORROR BAT** first appeared in the vintage Masters of the Universe toyline, but was not given a name until MOTUC canon. • **THE WAND OF VIPERIDA** first appeared in MOTUC canon

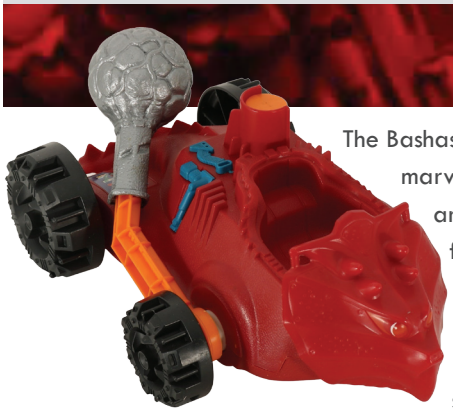
SULTRA
Evil Witch Obsessed with Magic

As a child, the green-skinned witch Sultra studied dark sorcery under the tutelage of the cackling Celestial Witch, who taught her blasphemous names like "Horokoth", "Sh'Gora", and "Kraal". Later, Sultra joined a young Hordak, who appointed her Lead Witch when a contingent of Evil Horde members traveled to Preternia. Fascinated by Hordak's technomancy, Sultra learned to combine magic and science, forging her high-velocity Doom-Broom. Sultra's magical interests blossomed into obsession when she acquired the cursed Amulet of Anguish, which drove her to fixate on bizarre formulas that might unlock gateways to the Demon Realms. Hordak blamed Sultra when his attempt to complete the Spell of Separation was thwarted, and imprisoned her in one of the incomprehensible dimensions that had so captivated her. Lost for millennia, Sultra communed with foul and unknowable horrors until she was finally freed by a foolish noblewoman seeking immortality. Deeply twisted by what she witnessed during her exile, Sultra now operates independently on present-day Eternia, hatching her own schemes and harboring a seething hatred for her former Horde allies. A loner, Sultra has nonetheless joined the secret supernatural cabal of Scareglow.

MOBULOR
Submerged Spying Familiar of Vypor

Created by Vypor with a spell that he learned from the demonic Snake Lord Ka, the magical creature Mobulor serves as both spy and loyal familiar to the sinister Snake Men wizard. Resembling Earth's devil rays, but with a bronze sheen to its scales, Mobulor swims the luminescent nighttime waters surrounding Central Tower. By following underground waterways that lead to mystical pools in each of the Three Towers, Mobulor observes all that transpires in and around the eldritch structures. Mobulor receives commands from Vypor and can telepathically communicate with its master by visually transmitting thoughts to him. Noting the creature's presence, Evil-Lyn remarked on its existence to a group of Evil Warriors. Hearing this, the violent Saw Tooth boasted that he would dive into the great moat of Central Tower and devour Mobulor out of spite, until a Reawakened Mer-Man revealed that he could use his own innate abilities to intercept and access Mobulor's visual communications with Vypor. In this way, Mer-Man tapped into the aquatic creature's mind and relayed news about the machinations of the resurgent Snake Men to Skeletor.

BASHASAURUS
Heroic Combat Vehicle



The Bashasaurus is a rugged one-person vehicle used by the Heroic Warriors, and one of many ingenious marvels created by Duncan, the Man-At-Arms. Resembling a dinosaur species of Preternia, the red-armored transport was designed for smashing solid objects and enemy vehicles. Its most notable feature is the devastating bashing sphere, a large Photanium ball adorned with blunt spikes and mounted upon a metallic arm which can be brought down with immense, catastrophic force. Later, inspired by the telescoping neck of Mekaneck, Man-At-Arms gave the Bashasaurus' arm the ability to extend when needed. Additionally, the vehicle's bashing sphere can act as something of a lightning rod, absorbing and nullifying laser blasts from enemy craft. When the humanoid-dinosaur mercenary Terrordon was summoned to Eternia by a reawakened Skeletor, the reptilian outlaw was pursued by Tricera, brave defender of the saurian people. Greatly resembling the Bashasaurus itself, Tricera soon found herself operating the vehicle during a frenzied vehicle chase. Joining Shield Maiden Sherrilyn and Dawg-O-Tor, along with Sky High and Drake Gate, Tricera pursued Jawsome, the Land Shark driver, Ditztroyer, master of the Roton, and Terrordon, who operated the Terrordactyl.

SULTRA was first introduced in MOTUC canon; her name was a working name for Evil-Lyn and her design (as a green-skinned witch) was based an unreleased concept character in the vintage toyline • The design of **MOBULOR** is based on an accessory included in the 1983 Masters of the Universe toyline's Eternia playset. The creature was not given a name until MOTUC canon • **BASHASAURUS** was first introduced in the vintage Masters of the Universe toyline

NINJA WARLORD

Evil Possessed Warrior Assassin

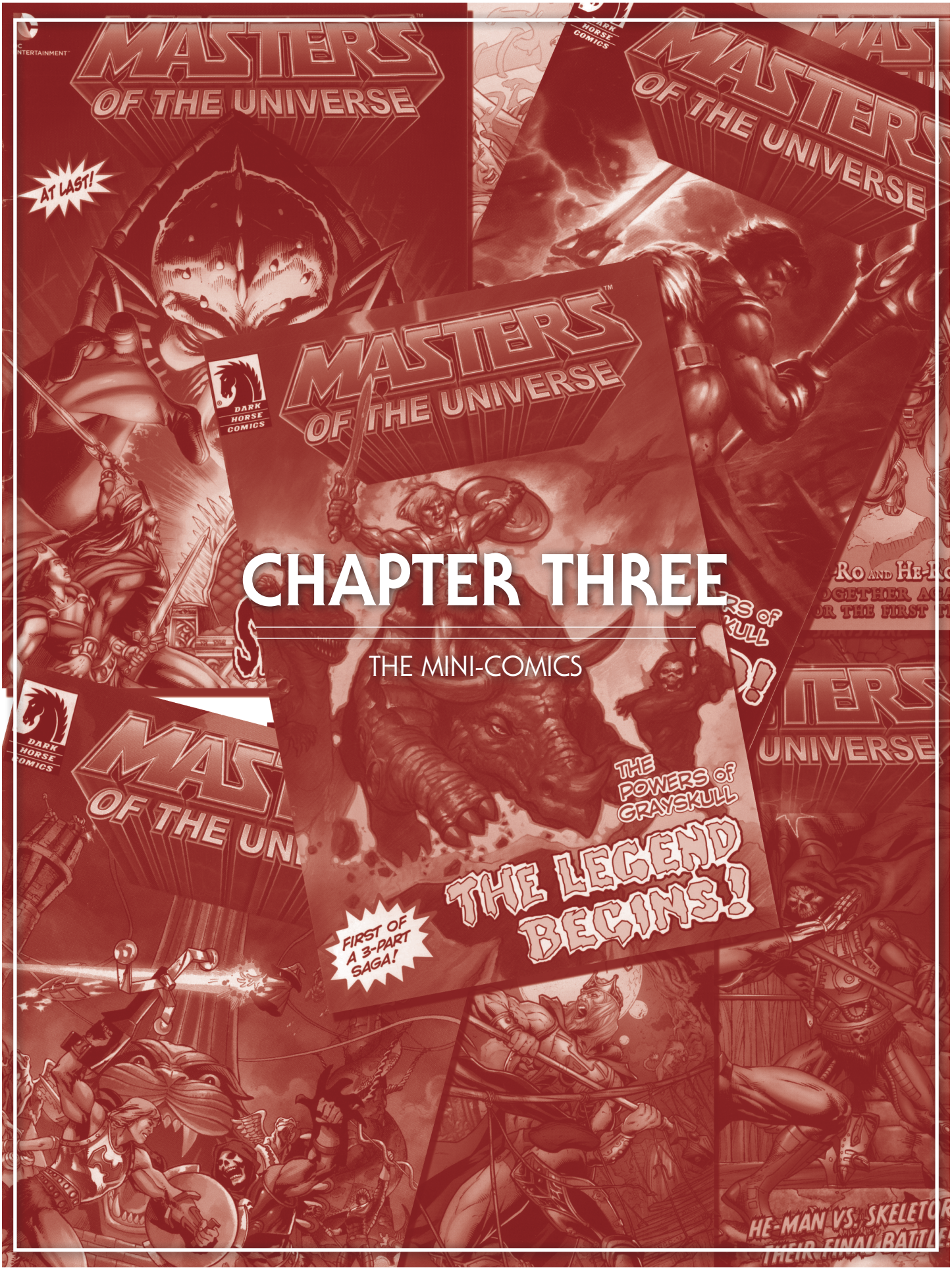
When ambitious warlord Commodo Long failed to conquer the world of Bashido, he conjured the demon Narakas Oni to give him supernatural powers. Tricked by his cunning henchwoman the Draegon Lady, Commodo was bound body and soul to the demon, erasing both their identities to make them into Ninjor, a lethal assassin forced to serve whoever conjured him. The heroic Slamurai defeated his army of Terror-Cotta warriors and slew the Draegon Lady before Skeletor summoned Ninjor to Eternia in a Spell of Light, but the assassin would remember his defeat and take revenge on Slamurai by using a severed serpent from the head of Snake Face to turn Slamurai's wife Ageisha to stone. Slamurai later thwarted Ninjor's assassination attempt at the coronation of King He-Man, and the two remained bitter rivals in the heroic Eternian's new reign.

GALACTIC CITY

Headquarters of the Galactic Guardians

Located on the otherwise barren moon of Enos, Galactic City was once the capital city of the planet Primus. Following the Chemical Wars, Primus moved the capital from its moon to the hidden underground metropolis of Onnor, but Galactic City remained a crossroads for alien diplomats and travellers, and it served as the meeting place of the Galactic Council's representatives in the Tri-Solar System. After Skeletor took control of the Space Mutants, the Council offered to host peace talks between Denebria and Primus. Considered neutral territory since it was outside of Primus' protective force field, Galactic City became the site of the negotiations until Skeletor smuggled troopers inside its titanium walls. The city also possesses a labyrinthine network of underground mining tunnels where overlooked Galactic Guardians Kayo and Vizar took refuge and helped save Galactic City by signalling the Starship Eternia for help.

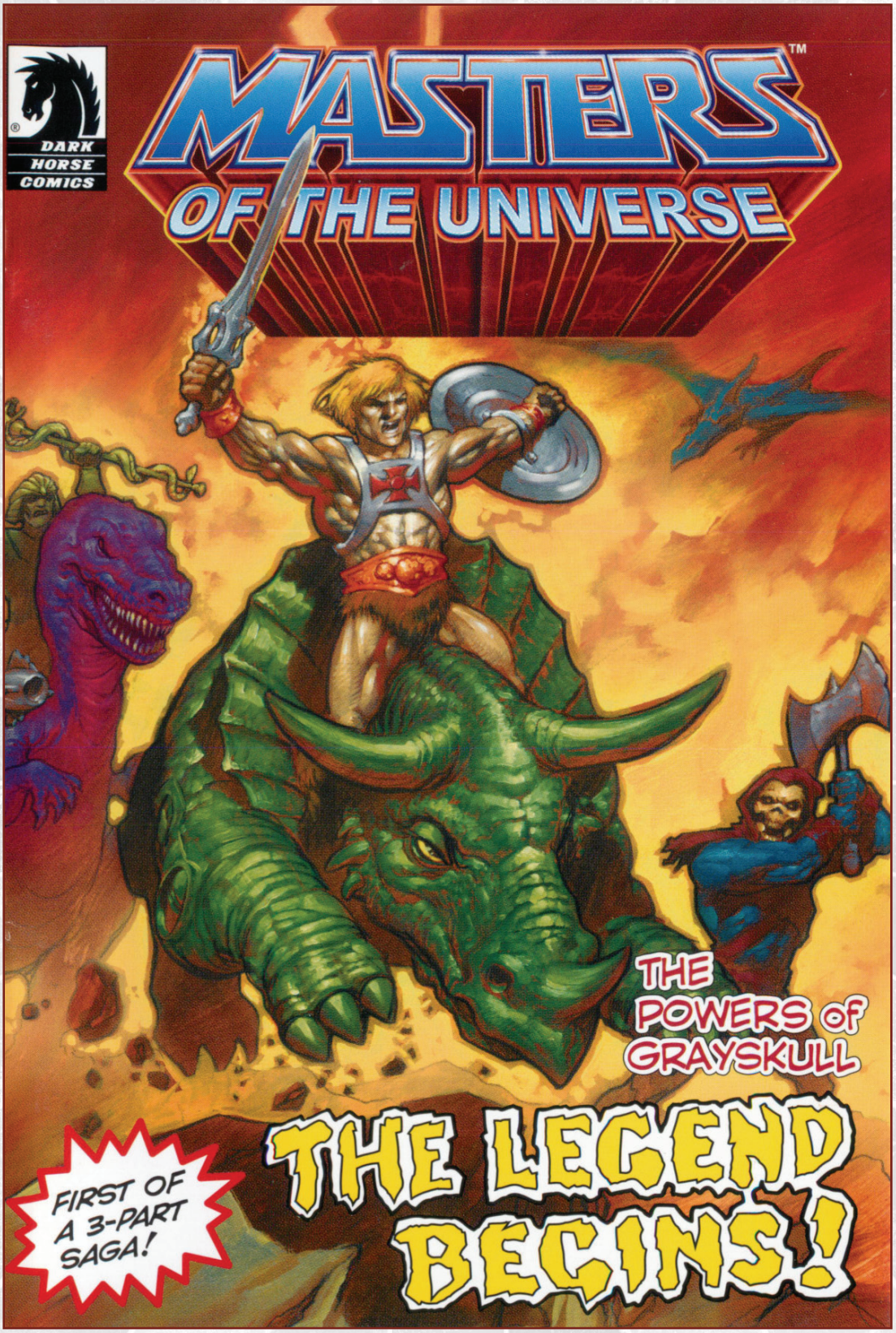
For more information on **NINJA WARLORD**, see pages 358-359 •
GALACTIC CITY, capital city of the planet Primus and meeting place of the Galactic Council, first appeared in the 1984 UK World MOTU Annuals



CHAPTER THREE

THE MINI-COMICS

MASTERS OF THE UNIVERSE
DARK HORSE COMICS
THE POWERS OF GRAYSKULL
THE LEGEND BEGINS!
FIRST OF A 3-PART SAGA!



This mini-comic came packaged with the Thunder Punch He-Man figure (pages 172-173) in April of 2012. The title and cover art paid homage to a mini-comic with the same name in the vintage toyline which was intended as a three-parter but never continued past the first issue.

THE POWERS OF GRAYSKULL

PART ONE:
THE LEGEND BEGINS!

It has been a long time since the defeat of Serpos...

The Snake Men have amassed power and the Horde have returned from Despondos, overthrowing King Skeletor and claiming rule over all Eternia! But not all is lost. She-Ra and the Great Rebellion have followed Hordak through the Laser Gate. United, the heroes of Eternia continue their fight for freedom...

Story by **SCOTT NEITLICH**
Written by **TIM SEELEY**
Art by **WELLINTON ALVES**
Cover by **ERIC POWELL**
Colors by **MICHAEL ATIYEH**
Letters by **NATE PIEKOS** of **BLAMBOT®**

Special thanks to David Voss, Lloyd Goldfine, Gabriel De La Torre, and Joyce Oller.

Designer · Justin Couch
Editor · Scott Allie
Assistant Editor · Daniel Chabon
Publisher · Mike Richardson

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Printed by 1010 Printing International, Ltd., Guangdong Province, China.

The "great king" walking behind Randor in the third panel is his father, King Miro.

LATER.
CASTLE GRAYSKULL.
TEELA. YOU SUMMONED ME?
YES, HE-MAN. AND, PLEASE, CALL ME THE SORCERESS.
TEEL-- SORCERESS. I KNOW THIS HAS BEEN DIFFICULT FOR YOU. FIRST YOUR MOTHER, AND THEN MAN-AT-ARMS...
I'M NOT JUST THE CAPTAIN OF THE GUARD ANYMORE. ETERNIA NEEDS ME MORE THAN EVER. I SHALL REMAIN STRONG.
I KNOW YOU WILL. YOU MAKE A GREAT SORCERESS. AND, uh, I LIKE WHAT YOU'VE DONE WITH YOUR HAIR.
ANCIENT PROPHECIES ARE COMING TRUE. EVEN NOW, THE TWO GREAT KINGS OF ETERNIA MARSHAL FORCES AGAINST THE HORDE AND THE SNAKE MEN.
A GREAT WAR COMES. ONE THAT WILL DECIDE THE FATE OF NOT ONLY OUR WORLD, BUT THE UNIVERSE AS WELL. BUT MY SENSES TELL ME WE ARE MISSING SOMETHING. SOMETHING INTEGRAL TO OUR VICTORY.
I FEEL WE WILL FIND IT NOT IN THE PRESENT OR THE FUTURE. BUT IN THE PAST, LOST IN HISTORY.
SOON.
CENTRAL TOWER.
I SHALL USE A SPELL TO DISGUISE THE POWER SWORD. IF IT FELL INTO THE WRONG HAND'S IN THE PAST, THERE COULD BE DIRE CONSEQUENCES. NOW, THE COMBINED FORCES OF THE COSMIC KEY AND CENTRAL TOWER WILL ALLOW YOU TO TRAVEL BACK IN TIME...
...TO PRETERNIA. GOODBYE FOR NOW, HE-MAN. I WILL BE WITH YOU SHOULD YOU NEED ME.
PRETERNIA? Hmm...LEGENDS TELL OF GREAT MAGIC AND POWER IN THESE ANCIENT TIMES. POWER THAT MUST BELONG TO ME! AND WITH MY POWERS DIMINISHED AND MY "BELOVED" FATHER AND BROTHER RETURNED, ETERNIA IS NO PLACE FOR SKELETOR.

The Bionatops (seen in the third frame above) was released as a toy in the vintage MOTU toyline in 1987 under the "Powers of Grayskull" label, as were the Tyrantisaurus Rex and Turbodactyl, which are both depicted on the comic's cover.

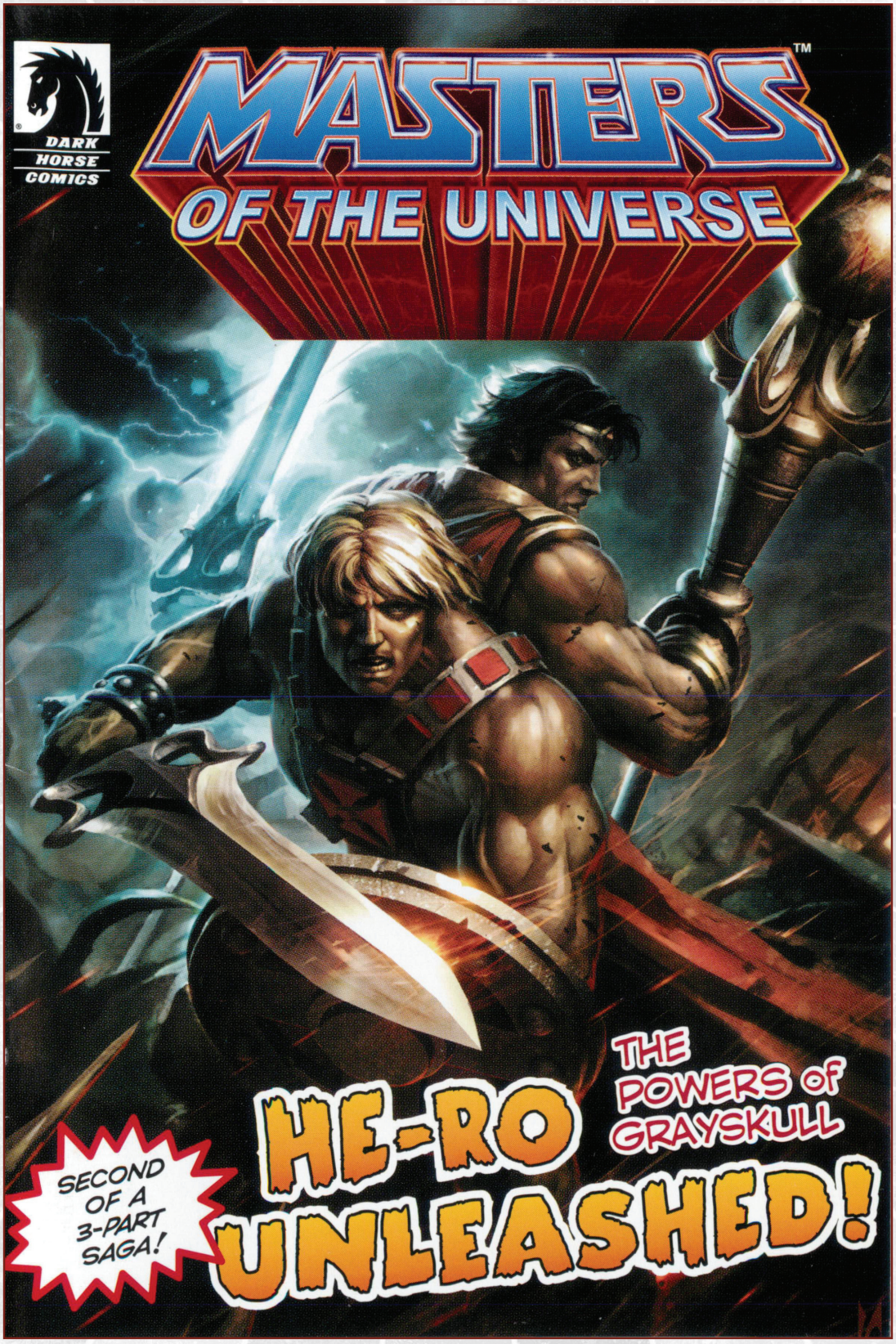
LET ME SUGGEST AN ALTERNATIVE SNACK. HERE, I SOFTENED YOUR BUDDY UP FOR YOU.
KRAKOW
KEEP RUNNING, YOU CREEPS, UNTIL YOU HIT THE CAVERNS OF RAKASH!
CALM DOWN, FRIEND. I'LL HAVE YOU OUT IN A SECOND.
BE CAREFUL. MANY OF THE ANIMALS OF THIS TIME ARE INFECTED WITH AN EVOLVING TECHNO-ORGANIC VIRUS. WHEN THE CREATURE IS UNDER STRESS...
...IT CAN HAVE UNUSUAL EFFECTS.
I SEE THAT!
I HAVE A FEELING YOU'RE GOING TO BE A GOOD GUY TO KNOW, BIONOTOPS.

The Tyrantisaurus Rex (seen in the second frame above) was released as a toy in the vintage MOTU toyline in 1987 under the "Powers of Grayskull" label.

THIS VALLEY IS WHERE THE PALACE OF ETERNIA WILL ONE DAY STAND. INCREDIBLE.
I KNOW, BIONOTOPS. YOU DON'T SHARE MY AMAZEMENT--
Oh NO.
"LOOKS AS THOUGH MY INTERVENTION HAD CONSEQUENCES."
WHICH OF YOU SSSLUGS DARED SSSTAND AGAINST USSS? THIS LAND IS OURRSSS TO DO WITH AS WE PLEASSSE!
LEAVE THE VILLAGERS BE, COWARDS! IT'S ME YOU'RE LOOKING FOR! AND I'VE BROUGHT AN OLD FRIEND OF YOURS.
Ah. A CHALLENGE. FINALLY. MY TYRANTISAURUS WAS GETTING SOFT AND LAZY.
HE-MAN. YES, THAT'S IT. DESTROY EACH OTHER. MAKE MY FUTURE EASIER.

ALL WHO RESIST KING HSSSS HAVE DIED. THE MECHA-DRONE WILL ENSURE YOU JOIN THEM.
WHAT IS YOUR NAME, "HERO"? YOUR SHORT TALE WILL SERVE AS A REMINDER...
...THAT THE FUTURE BELONGS TO HSSSS.
Haha. WE'LL SEE ABOUT THAT.
I'M GETTING BORED OF YOUR BRAGGING, HSSSS.
GHOOM
GAH!
BEGONE! RETURN TO THE HOLE YOU CRAWLED FROM.
RETREAT! THE MASTERS ARE HERE!

THE MASTERS? EVEN IN THIS ERA THEY'RE A NUISANCE. THIS ONE'S SORCERY IS MORE POWERFUL THAN ANY I HAVE SEEN!
HERE, STRANGER. TAKE MY HAND AS THANKS FOR STANDING UP TO HSSSS.
IT'S I WHO HAVE TO THANK YOU--huh?
HE'S GONE.
YOU LIVE IN A STRANGE WORLD, MY FRIEND. A PLACE OF STRANGE ENEMIES...
--AND MYSTERIOUS ALLIES.
WHO IS THIS MYSTERIOUS NEW HERO? TO LEARN THE ANSWER AND MORE, GET THE NEXT AMAZING ISSUE OF "THE POWERS OF GRAYSKULL"!
TO BE CONTINUED



This mini-comic came packaged with the Snake Man-At-Arms figure (pages 186-187) in June of 2012.

THE POWERS OF GRAYSKULL

PART TWO:
THE FIRST ULTIMATE BATTLEGROUND!

Sent back in time by the new Sorceress of Grayskull, He-Man has taken on the disguise of "The Stranger" and infiltrated Preternia in an effort to learn the secret to defeating the Snake Men in his own time. But Skeletor, Evil Lord of Destruction, has also followed He-Man to Preternia, a time of great mystery and even greater power. New enemies and new allies await them both in this long-forgotten time of legends . . .

Story by **SCOTT NEITLICH**
Written by **TIM SEELEY**
Art by **WELLINTON ALVES**
Cover by **RAYMOND SWANLAND**
Colors by **MICHAEL ATIYEH**
Letters by **NATE PIEKOS** of **BLAMBOT®**

Special thanks to David Voss, Lloyd Goldfine, Gabriel De La Torre, and Joyce Oller.

Designer · Justin Couch
Editor · Scott Allie
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Printed by 1010 Printing International, Ltd., Guangdong Province, China.

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DARK HORSE COMICS

Because this story takes place on Preternia, none of the Gar warriors in the first frame above is Sy-Klone, despite their very similar appearance.

I HAVE BEEN WATCHING YOU. ANY ENEMY OF EVIL IS A FRIEND OF MINE.
I AM RO... OR RATHER HE-RO, NOW THAT I WIELD THE SWORD OF HE.
THE POWER SWORD! RO MUST BE THE ONE WHO BROUGHT THE BLADE TO ETERNIA.
I'VE BEEN DOING WHAT I CAN, BUT FOR EVERY INJUSTICE I RIGHT, ANOTHER TAKES ITS PLACE.
YES, PRETERNIA NEEDS HEROES. WOULD YOU FOLLOW ME? I HAVE ALLIES I'D LIKE YOU TO MEET.
SOON.
WELCOME, STRANGER, TO THE HOME OF THE RESISTANCE, AND TO ITS LEADER...

Beast Lord and Gladiator were newly-created characters, both making their debut in this comic.

The red bat flying alongside Hordak above is based on the creature accessory that came with the vintage Hordak action figure; this creature was given the name Koth the Horror Bat in MOTUC canon.

THAT'S IT, THE KEY TO DEFEATING THE SNAKE MEN!
YOU MAY HAVE RUN OFF THE SNAKES...
BUT YOU WON'T FIND WE GIVE UP OUR WORLD SO EASILY!
WHILE THE FOOLS STRUT IN FRONT OF EACH OTHER, THE GATES OF CENTRAL TOWER AND ITS SECRETS ARE UNGUARDED...
FUTURE, PRESENT, PAST...IT ALWAYS COMES DOWN TO THE TWO OF US, DOESN'T IT?
THIS IS WHAT PASSES FOR A "KING" ON THIS BACKWATER WORLD?!
I AM UNIMPRESSED.
FZAK
NO!

HE-RO! WHY?!
YOU HAVE ALWAYS BEEN A WORTHY KING. AND NOW I DEEM YOU WORTHY...
...OF THE SWORD OF HE... UNGH.
HE-RO!
HAHA. YOUR WIZARD IS, AS THEY SAY, HISTORY, HE-MAN.
AWAY, MEGATOR! ONE OF MY BROTHERS HAS FALLEN!
AND HE WILL BE AVENGED!
SHRK
THIS SWORD...IT FEELS ALMOST AS IF...IT WERE MADE FOR ME...
AGH!!

HUNGH. NO MATTER. SNORT. WHEN I HAVE THE SECRETS OF THE TOWER, NO MERE WOUND WILL STOP ME...
ENOUGH BLOOD IS SHED IN PURSUIT OF THIS POWER.
I CAST THE THREE TOWERS INTO SUBTERNIA, WHERE THEY SHALL DWELL UNTIL SUCH TIME AS GREAT KINGS CAN LEAD MEN IN THE USE OF THEIR SECRETS!
THE BATTLE IS OVER, MY KING. MISSION ACCOMPLISHED!
NO! NOT AGAIN! I WON'T BE DENIED IN THIS TIME AS WELL--
SKELETOR.
THAT'S ENOUGH OUT OF YOU.
POW
WITHOUT THE TOWERS, I DON'T HAVE THE POWER I NEED! BEWARE, GRAYSKULL. THERE IS MAGIC YET THAT WILL DESTROY YOU!

LATER.
IN HONOR OF OUR FALLEN COMRADE WE SHALL BUILD A MIGHTY CASTLE.
WHAT SHALL WE CALL THIS FORTRESS--- "CASTLE HE-RO"?
A PROPER NAME WILL COME TO US.
I'M READY TO COME HOME, SORCERESS.
AND I'M BRINGING A SOUVENIR.
WAIT, STRANGER! YOU WOULD LEAVE US?
I MUST. THIS ISN'T MY WORLD, GOOD KING.
I KNEW THAT, STRANGER. BUT THERE WAS SOMETHING SO FAMILIAR ABOUT YOU...
YES. I FELT IT, TOO. I BID YOU GOODBYE, KING GRAYSKULL.
WE DO NOT SAY "GOOD BYE" HERE, MY FRIEND.
WE SAY "GOOD JOURNEY."
NEXT: BATTLE FOR THE FATE OF THE UNIVERSE!

This mini-comic came packaged with the Dragon Blaster Skeletor figure (pages 198-199) in September of 2012.

THE POWERS OF GRAYSKULL

PART THREE:

BATTLE FOR THE FATE OF THE UNIVERSE!

Traveling back in time to the reign of King Grayskull, He-Man joined with the Preternia Masters of the Universe in their fight for freedom against King Hssss and the Horde invaders. Learning the secret to defeating his cold-blooded foes, He-Man now returns to his own time, setting the stage for the greatest battle ever fought on Eternia. The fates align, for now is the time for the Second Ultimate Battleground...

Story by **SCOTT NEITLICH**
Written by **TIM SEELEY**
Art by **WELLINTON ALVES**
Cover by **WELLINTON ALVES** with **MICHAEL ATIYEH**
Colors by **MICHAEL ATIYEH**
Letters by **NATE PIEKOS** of **BLAMBOT®**

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Printed by 1010 Printing International, Ltd., Guangdong Province, China.

CAVES OF TUNDARIA.
MAIN AUDIENCE CHAMBER.
HE-MAN HAS RETURNED FROM AN IMPORTANT MISSION WITH A POWERFUL NEW WEAPON IN OUR BATTLE AGAINST THE SNAKE MEN AND THE HORDE.
THAT WEAPON IS KNOWLEDGE--A SPELL WHICH WILL RID US OF THEM FOREVER.
A SPELL WHICH WILL BE PERFORMED ON THE FINAL BATTLEGROUND BY OUR RESIDENT WIZARD, ORKO.
SHEESH. NO PRESSURE OR ANYTHING.
THE BATTLE FOR OUR WORLD IS HERE. IT WILL TAKE EVERY ONE OF US TO GIVE ORKO THE TIME TO COMPLETE THE SPELL. EVERY ONE OF US, AND MORE.
IN EXCHANGE FOR HIS FREEDOM, SKELETOR HAS AGREED TO FIGHT BY OUR SIDE.
YOU WILL FOLLOW ME AS THE RIGHTFUL HEIR THAT I AM.
WORKIN' WIT' SKELETOR? WHAT HAVE WE COME TO?
STRANGE TIMES CALL FOR STRANGE ALLIANCES, RAM-MAN.

"STRANGE ALLIANCES INDEED."
FOR ETHERIA!
FOR ETERNIA!!
YES, YES, WHAT THE SIMPLETON SIBLINGS SAID.

Several new characters can be spotted on this battlefield, including Spin Whiz, Snarrrl the Snow Thief, the Great Black Wizard, Golden Rod, Strettch Nek, Vypor, and Fang-Or, although not all of these names appear in any officially published media and therefore not all are considered canon.

The Land Shark (driven by Faker) and the Dragon Walker, vehicles produced in the vintage MOTU toyline, can be seen in the image above. Neither of these vehicles were released in the MOTUC line.

HE-MAN, SHE-RA, AND SKELETOR TOGETHER?

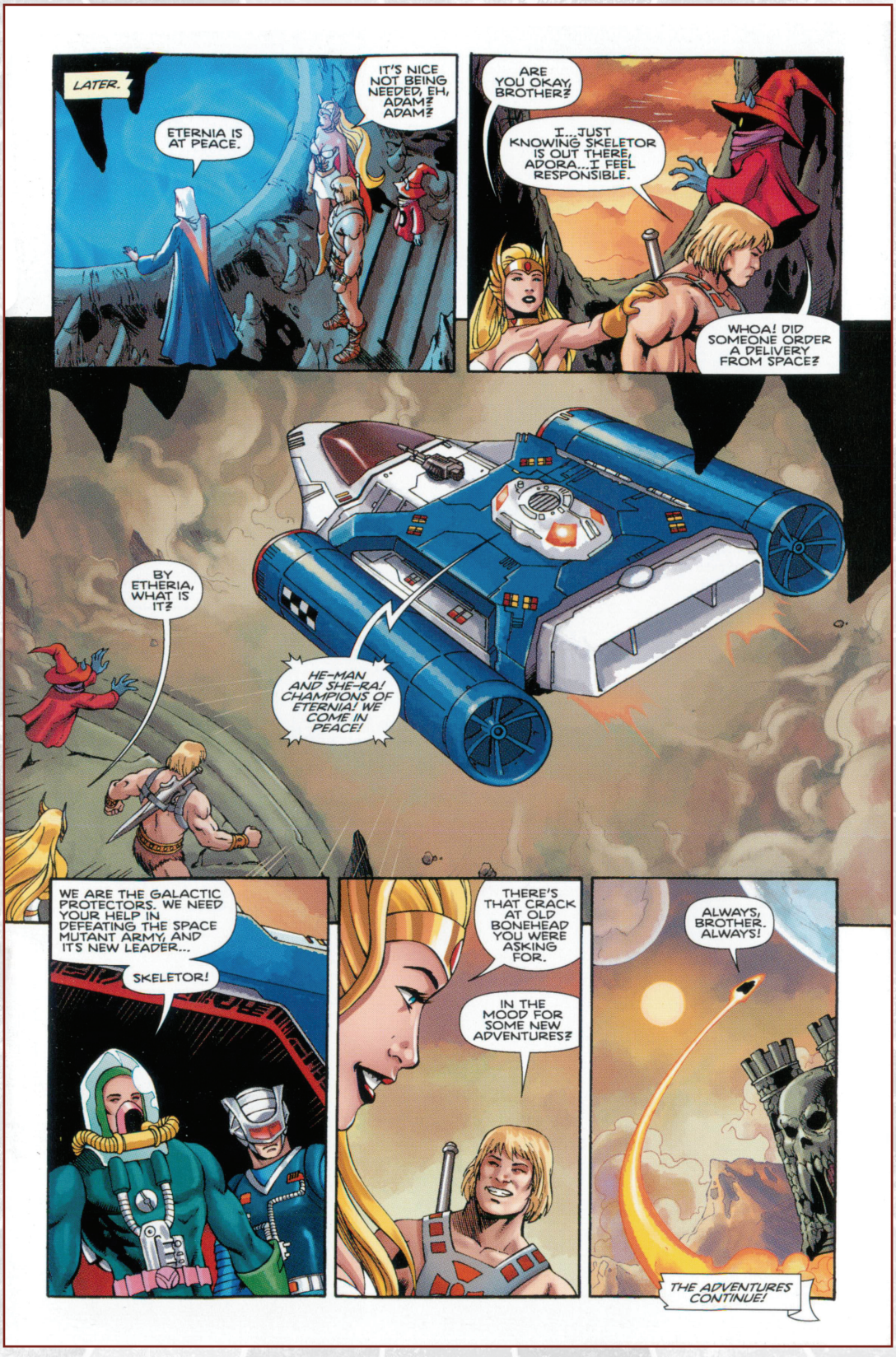
ONWARD!! CRUSH THE HORDE! SKIN HSSSS AND HIS MEN!

The bear-like character seen above is Red Beast; he was based on an unused figure concept from the vintage MOTU toyline.

YOU'VE LONG ABUSED YOUR POWERS, MORGAN.
THUS I HAVE TAKEN THEM AWAY.
DUNCAN! C'MON, MAN, YOU CAN BREAK THEIR CONTROL!
OR I CAN BREAK YOUR NECK.
DON'T MAKE--
DAMN YOU, DUNCAN. I'M SORRY.
HUGK!
FATHER!
OH... FATHER.
UNGH... TEELA. YOU DO YOUR MOTHER AND ME SO PROUD...
HEY, SNAKES! I CAST UPON YOU!
THE SPELL OF SEPARATION!!
BY THE OVERLORDS OF TROLLA...
WHY, THANK YOU, GOOD "KING." I'LL TAKE THAT.
HAHA HAHA.

COME ON! THE THREE OF US CAN DEFEAT HORDAK ONCE AND FOR ALL.
IT'S A NICE IDEA, "SHE-MAN"...
NO!
GAH!
WOOSH
BUT I THINK YOU AND YOUR ANNOYING BROTHER HAD BEST SIT THIS ONE OUT.
HORDAK IS MINE!
STUDENT AGAINST MASTER! TO THE DEATH! SURPRISINGLY HONORABLE OF YOU, MY FORMER APPRENTICE!
HONOR HAS NOTHING TO DO WITH IT, "MASTER." I JUST WANTED ALL OF YOUR POWER FOR MYSELF!!
AGHH!
LET ALL WHO HAVE FORGOTTEN BEWARE! SKELETOR IS THE TRUE LORD OF DESTRUCTION!!
YOUNG FOOL. YOU FORGOT MY MOST IMPORTANT LESSON. NEVER TURN YOUR BACK...ON ME...UNGH.
SWVN

SKELETOR?
STAND DOWN SO THAT WE MAY HELP YOU!
I DON'T NEED YOUR HELP!
I CAN HELP MYSELF!! A VIRUS TO THIS BEAST SHALL BECOME A CURE FOR ME!
I HAVE WHAT I ALWAYS SOUGHT! MY POWER AND HORDAK'S COMBINED, WITHOUT THE LIMITATIONS OF MERE FLESH!
I CAN HEAR THE UNIVERSE CALLING TO ME.
IT TELLS ME TO LEAVE THIS PUNY WORLD BEHIND. THERE IS GREATER POWER BEYOND. I WILL COMMAND THE ENTIRE HORDE EMPIRE!
THIS WAR IS OVER, HE-MAN. ETERNIA IS YOURS. I'LL TAKE THE ENTIRE UNIVERSE! HAHA HAHA HAHA!


LATER.
ETERNIA IS AT PEACE.
IT'S NICE NOT BEING NEEDED, EH, ADAM? ADAM?
ARE YOU OKAY, BROTHER?
I...JUST KNOWING SKELETOR IS OUT THERE, ADORA...I FEEL RESPONSIBLE.
WHOA! DID SOMEONE ORDER A DELIVERY FROM SPACE?
BY ETHERIA, WHAT IS IT?
HE-MAN AND SHE-RA! CHAMPIONS OF ETERNIA! WE COME IN PEACE!
WE ARE THE GALACTIC PROTECTORS. WE NEED YOUR HELP IN DEFEATING THE SPACE MUTANT ARMY, AND IT'S NEW LEADER...
SKELETOR!
THERE'S THAT CRACK AT OLD BONEHEAD YOU WERE ASKING FOR.
IN THE MOOD FOR SOME NEW ADVENTURES?
ALWAYS, BROTHER. ALWAYS!
THE ADVENTURES CONTINUE!

This mini-comic came packaged with the King He-Man figure (pages 232-233) in March of 2013.

THE SECRET ORIGIN OF SKELETOR!

FATE AND DESTINY

Hey kids, Scrollos here! How vast the Universe! How mighty the Cosmos! As intergalactic recorder and archivist for the Overlords of Trolla, it is my eternal task to document all that is and all that will ever be. The time has come at last to uncover a tale long in coming. Before he became the most wanted man in the Horde Empire, before he was the Eternian Overlord of Evil, Keldor was a great Prince of Eternia, fighting bravely with his allies and friends for the safety of all free beings. How quickly fates can change! How cruel one's destiny can be! A tale long buried, at last it can be told! At last I can reveal—The Secret Origin of Skeletor!

Written by **SCOTT NEITLICH**
Art by **WELLINTON ALVES**
Cover by **ALVES AND STRACHAN**
Colors by **CARRIE STRACHAN**
Letters by **PATRICK BROSSEAU**

Special thanks to Rob David,
Gabriel De La Torre, and Joyce Oller.

Art Director · Sonia Choi
Assistant Editor · Sarah Litt
Editor · Kwanza Johnson

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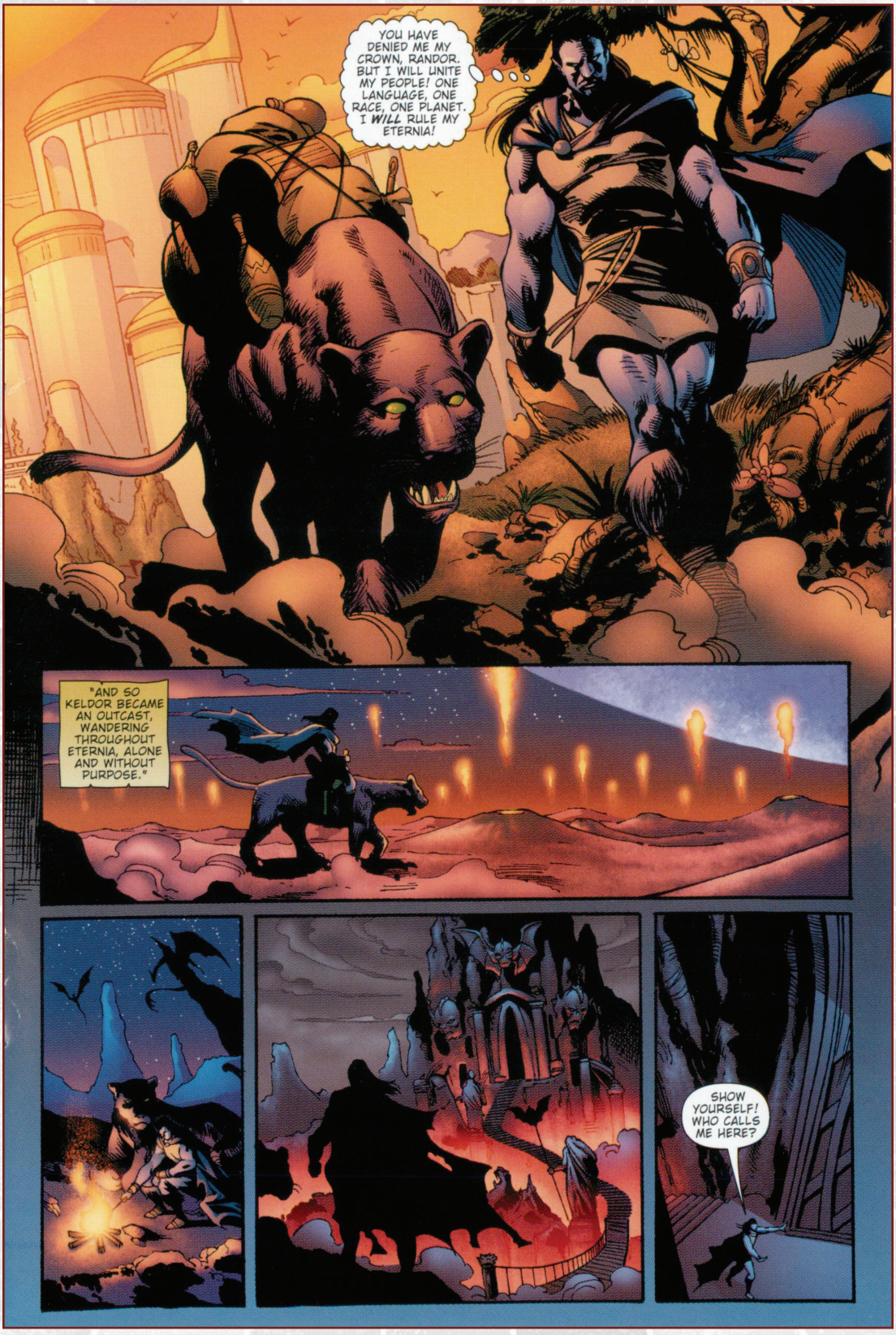
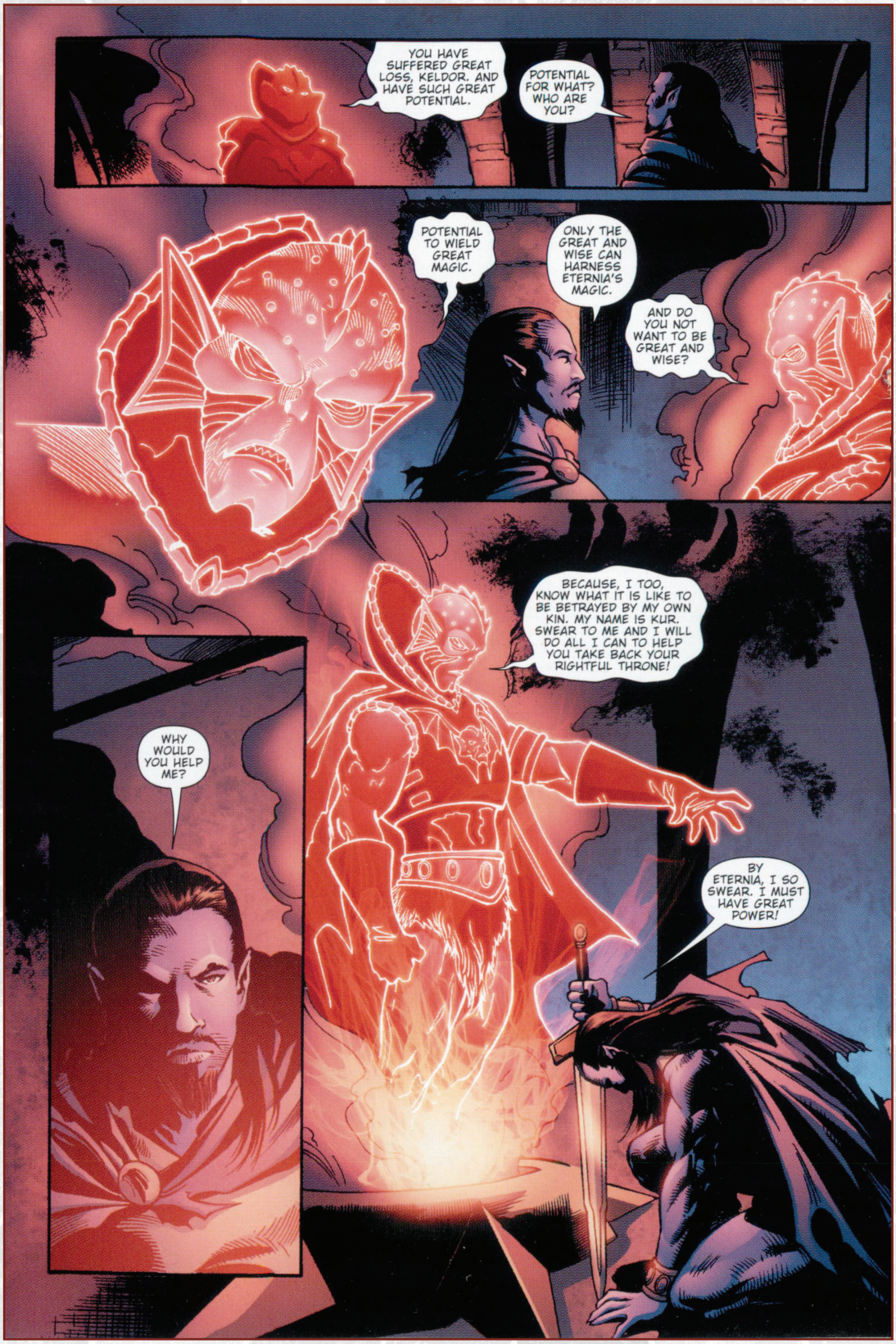
The narrating singer is Songster, a character created for the 1987 live-action Power Tour. Among the children he is entertaining are Prince Adam, Teela, a Caligar child, and an Avionian child that may or may not be Stratos.

Raenus is actually a young Clamp Champ. Also among Songster's audience is what appears to be a Qadian child.

Although not referred to by name in this comic, King Miro's widow (and Randor's mother) is named Queen Amelia.

THE QUEEN! THE QUEEN! KELDOR HAS MURDERED THE QUEEN!
KELDOR--WHAT HAPPENED!?
MY BROTHER...I... TURNED AND... IT WAS...AN ACCIDENT.
MOTHER...
IS IT TRUE?
THE GAR TRAITOR HAS KILLED THE QUEEN!
HE MUST PAY FOR HIS CRIMES!
W-WHERE AM I?
I DON'T HAVE A CHOICE, BROTHER...THE PEOPLE WILL WANT YOUR LIFE...I WILL ALWAYS LOVE YOU...
RANDOR... DON'T....
FOR THE MURDER OF THE QUEEN, YOU ARE HEREBY BANISHED FROM ETERNOS PALACE!.
I AM SO SORRY, BROTHER...


YOU HAVE DENIED ME MY CROWN, RANDOR. BUT I WILL UNITE MY PEOPLE! ONE LANGUAGE, ONE RACE, ONE PLANET. I *WILL* RULE MY ETERNIA!
"AND SO KELDOR BECAME AN OUTCAST, WANDERING THROUGHOUT ETERNIA, ALONE AND WITHOUT PURPOSE."
SHOW YOURSELF! WHO CALLS ME HERE?


YOU HAVE SUFFERED GREAT LOSS, KELDOR. AND HAVE SUCH GREAT POTENTIAL.
POTENTIAL FOR WHAT? WHO ARE YOU?
POTENTIAL TO WIELD GREAT MAGIC.
ONLY THE GREAT AND WISE CAN HARNESS ETERNIA'S MAGIC.
AND DO YOU NOT WANT TO BE GREAT AND WISE?
BECAUSE, I TOO, KNOW WHAT IT IS LIKE TO BE BETRAYED BY MY OWN KIN. MY NAME IS KUR. SWEAR TO ME AND I WILL DO ALL I CAN TO HELP YOU TAKE BACK YOUR RIGHTFUL THRONE!
WHY WOULD YOU HELP ME?
BY ETERNIA, I SO SWEAR. I MUST HAVE GREAT POWER!

GOOD. GOOD! YOU HAVE MASTERED CONTROL.
IN ANCIENT TIMES BRAVE WARRIORS BROUGHT MIGHTY OBJECTS TO TOUCH THE STAR SEED IN THE CENTER OF ETERNIA. ABSORBING ITS ENERGY, THESE OBJECTS WILL HARMONIZE AND CHANNEL THE SECRET MAGICS OF ETERNIA!
YOU HAVE LEARNED MUCH, MY YOUNG APPRENTICE. BUT WITHOUT AN AMPLIFIER, YOUR POWERS WILL ALWAYS BE LIMITED.
AND WHERE WILL I FIND SUCH AN OBJECT?
YOU MUST GO TO THE LOST CITY OF ZALESIA...

LATER, THE GATES OF ZALESIA.
I KNOW YOU ARE HERE.
SHOW YOURSELF!
YOU HAVE COME FOR MY STAFF.
AND I WILL BE LEAVING WITH IT.

The skull-faced warrior in the Faceless One's vision is Skeleteen, the future son of Evil-Lyn and Skeletor. The character originated as the intended antagonist for the unproduced Filmation "He-Ro, Son of He-Man" cartoon series.

WELCOME BACK, KELDOR. LORD OF THE HAVOC STAFF.
AND LORD OF MY OWN DESTINY. I KNOW WHO YOU ARE, HORDAK...
...AND I DON'T NEED YOU ANYMORE!
NOOOOOOOOOO!
ETERNIA WILL BE MINE!
"AND SO KELDOR TRAVELED THE PLANET. FINDING FELLOW OUTCASTS LIKE HIMSELF...
"AND SOME WHO SOUGHT FREEDOM OR RICHES."
THESE PRISON WALLS WILL RESTRAIN YOU NO LONGER. JOIN ME AND WE WILL TAKE BACK ETERNIA FOR ALL FREE MEN!

"AND SO ONE FINAL BATTLE WOULD END THE GREAT UNREST..."
IT DID NOT HAVE TO BE LIKE THIS, BROTHER!
I WILL TAKE WHAT IS RIGHTFULLY MINE!
NOOOOOOO!
RETREAT, MY WARRIORS! WE WILL LIVE ON TO FIGHT ANOTHER DAY!
LATER: HORDAK'S SECRET SANCTUARY.
HEAL ME, MASTER! HEAL ME AND I SWEAR ALLEGIANCE TO YOU!
SO BE IT.
POWER! SUCH POWER. HAHAHAHAHA-HAHAHAHA!

In the second panel, two of the children make references to the kidnapping of Adora and the origin of Teela. Although not specifically named, the little girl who is speaking is Andra, who would grow up to become a lieutenant in the royal guard.

This mini-comic came packaged with the Unnamed One figure (pages 304-305) in March of 2014.

HE-MAN AND SKELETOR- THEIR FINAL BATTLE

A NEW ERA BEGINS!

The months became years. The battles almost endless. Across the Tri Solar System and into Horde Terror-tory, the Galactic Protectors continued the fight to free the Universe from the threat of the evil Horde Empire. Suffering a devastating loss at the Battle of Fetra IV, He-Man and She-Ra made a dark deal with their old enemy Skeletor, the intergalactic Overlord of Evil. Combining forces with his Space Mutant Army, the Galactic Protectors pilot Starship Eternia toward Horde World, capitol of the Empire and home to Horde Prime, despotic leader and ruler of the known Universe!

Written by - **Scott Neitlich**
Pencils by - **Axel Gimenez**
Inks by - **Diana Egea**
Colors by - **Carrie Strachan**
Letters by - **Deron Bennett**

Cover by - **Wellinton Alves and Randy Mayor**

Senior Art Director - **Larry Berry** Editor - **Michael McCalister**

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No specific explanation is ever given in the MOTUC mini-comics as to why Icarius is missing an eye and Flogg has been beheaded.

SOON
IT'S OVER, PRIME!
SURRENDER NOW!
YOU THINK YOU HAVE WON? BEHOLD! YOUR GREATEST FAILURE AND MY GREATEST TRIUMPH– THE VORTEX BEAM GENERATOR!
SWORD TO BOOMERANG!
MY KEY CONTROLLER!
BROTHER – NO!
YOUR BUFFOON OF A BROTHER IS GONE!
BUT SO IS YOUR CONTROLLER.
AND YOU FACE THE WRATH OF THE PRINCESS OF POWER! FOR THE HONOR OF GRAYSKULL!
NO!

In the bottom panel, the four characters on the left (Compactor, Netta, Brainwave, and Eye Beam) were all finalists in Mattel's 1986 Create A Character contest. They are depicted squaring off against Bubblor, Tri-Beast, Major Header, and Ra-Jar, finalists in Mattel's 2012 Create A Character contest.

SOON YOU WILL BE A SLAVE OF TRI-BEAST!
ARGGH.
SORRY, BUT THERE WON'T BE ANY ENSLAVING IF I CAN HELP IT!
CAN IT BE? THE HE-MAN OF LEGEND! HERE? FINALLY?
IT'S HIM. IT'S THE HE-MAN! COME AT LAST TO TURN THE TIDE!
OUR LEGENDS ARE TRUE!
THAT WAS ALMOST TOO EASY.
YOU ARE THE HE-MAN OF LEGEND!
I KNEW YOU'D COME!
I AM HE-MAN, BUT I DON'T KNOW WHERE I AM.
YOU ARE ON TROLLA. OR AT LEAST WHAT IS LEFT OF IT.
THIS IS TROLLA? IT LOOKS NOTHING LIKE I REMEMBER.
THAT IS BECAUSE IT HAS BEEN DECIMATED BY THE UNNAMED ONE'S REVENGE SQUAD. WE ARE THE DEFENDERS, THE LAST REMAINING GUARDIANS OF TROLLA'S TEMPLE OF POWER.
TEMPLE OF POWER... HUMMM...

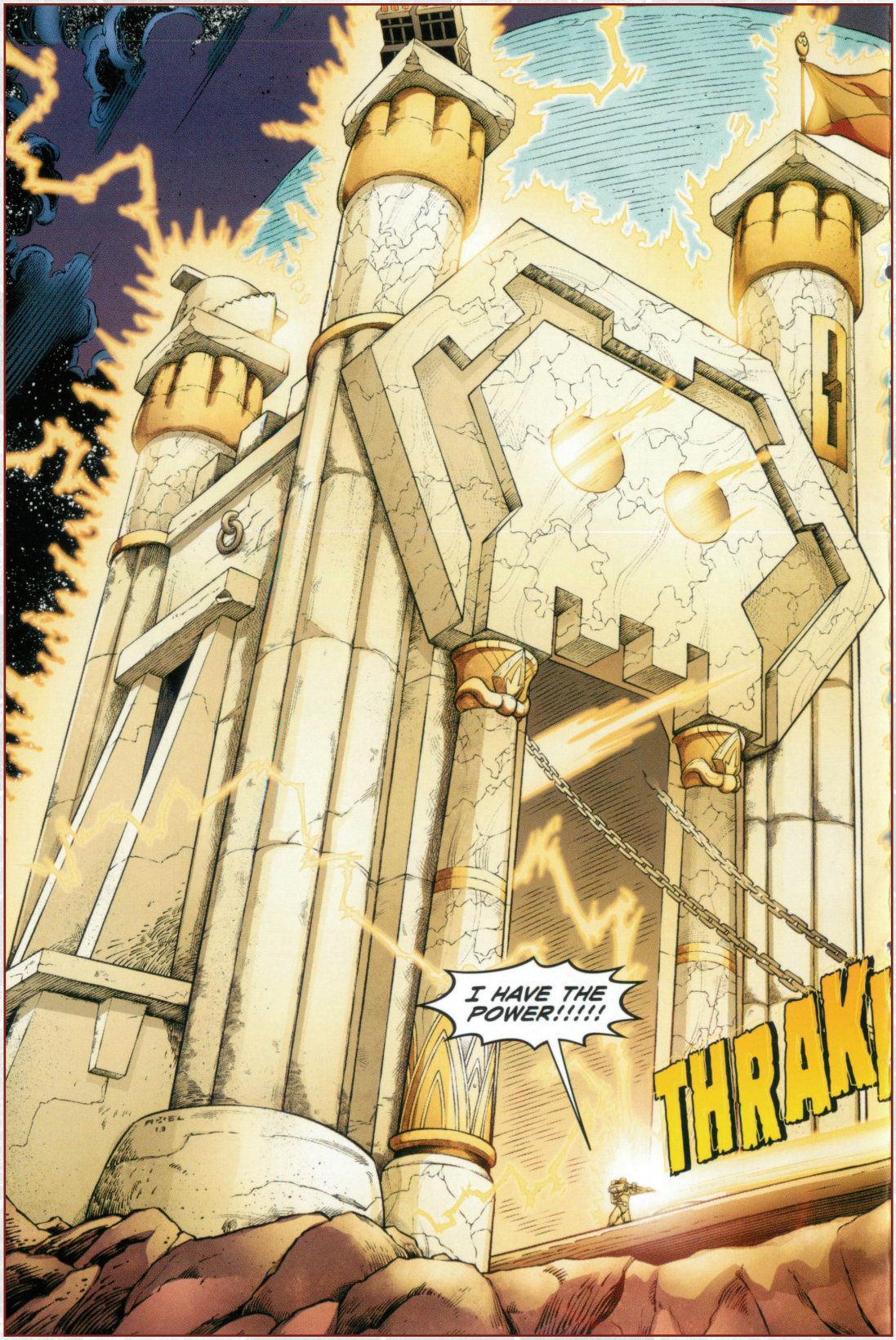
Lady Slither was an all-new character created for MOTUC. • For some reason, Lady Slither calls Ra-Jar "Raja" on this page.

Four all-new characters were introduced on this page: Jet Pak, Man Crystal, Hans Hammer Holder, and Robo Woman. Jet Pak's design was based on the space suit cardboard accessory from the vintage Castle Grayskull playset. All four characters were designed to utilize existing figure parts had they ever been given a toy in the MOTUC line (which they were not).

In the first panel, Hans Hammer Holder is depicted riding upon Astro Lion, one of the Meteorb figures produced in the vintage MOTU toyline. • Although not referred to by name in this issue, the one-eyed villain in the second panel was a new character named Muck Man.

HAVEN'T WE DONE THIS DANCE BEFORE, SKELETOR?
NOT THIS TIME! YOU WILL NOT DENY ME AGAIN!
THIS WORLD AND ITS SECRETS WILL BE MINE!
BACK!
NOT ENOUGH POWER TO RETURN TO HORDE WORLD OR ETERNIA... BUT PERHAPS ENOUGH TO TELEPORT ME INSIDE OF THIS TEMPLE! COME TO THINK OF IT, WHY HAVE I NOT TRIED THIS BEFORE?!
NO!
NOT THIS TIME, SKELETOR. YOUR QUEST FOR ULTIMATE POWER STOPS HERE!
TODAY THIS ENDS!

IT IS HERE! GREATER THAN I EVER IMAGINED!
GREATER THAN EVEN GRAYSKULL! THE POWER I'VE ALWAYS WANTED!
AND I'LL ALWAYS BE HERE TO STOP YOU FROM GAINING IT!
NOT THIS TIME! I CLAIM THE POWER OF THE UNIVERSE FOR MY OWN!
DIDN'T YOUR PARENTS TEACH YOU TO SHARE?
THE POWER! IT IS MINE!
ARRGGGUH!
HA HA HA HA HA
IT'S OVER, HE-MAN.
LET THIS BE OUR FINAL BATTLE!
SORCERESS. I HOPE YOU WERE RIGHT...
...BY THE POWER OF GRAYSKULL!

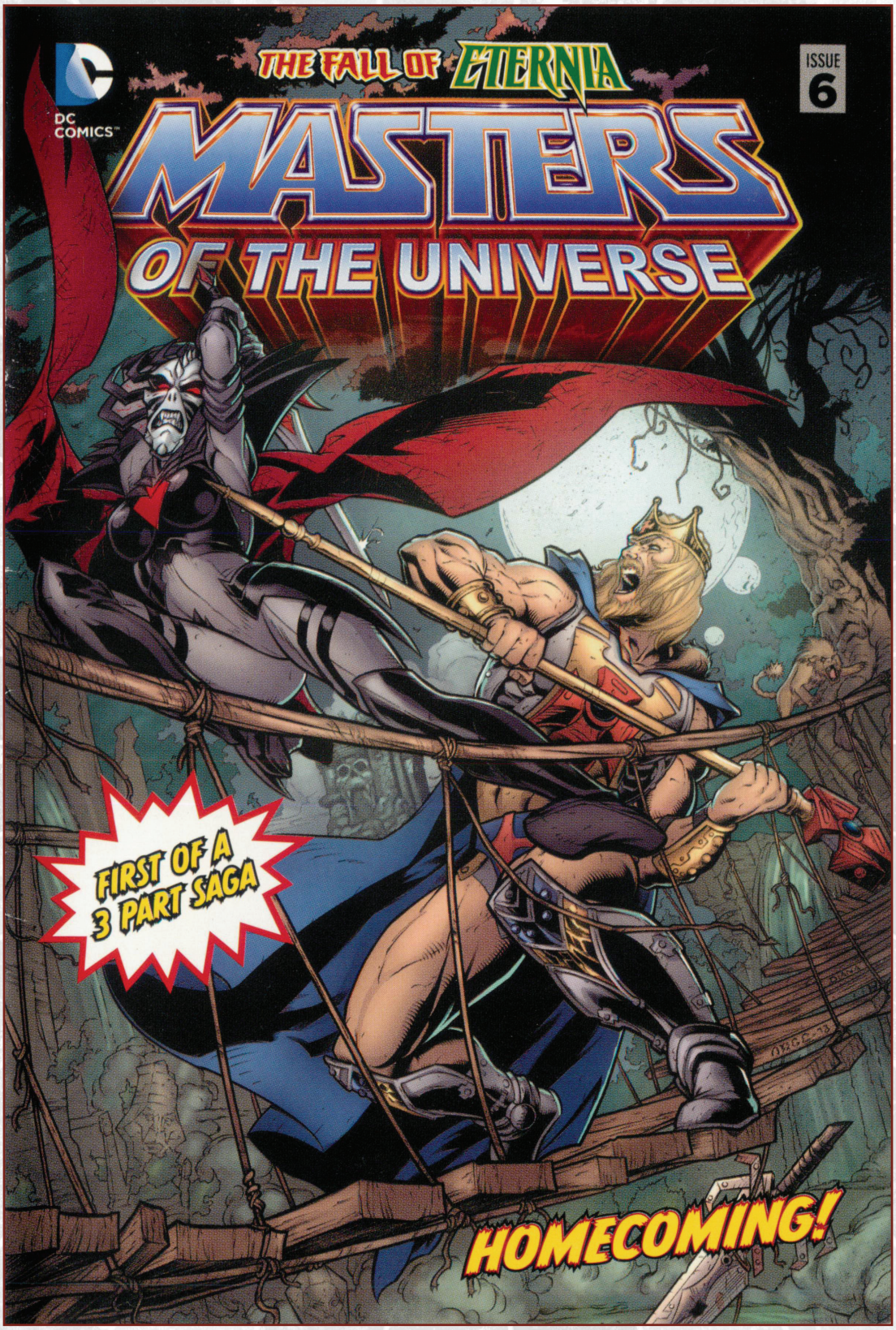

I HAVE THE POWER!!!!!
THRAK

KA DOOM!
MOTHERRRRR!!!

The ship behind the Unnamed One in the final panel bears a striking resemblance to the Collector, a vehicle used frequently by Skeletor in the Filmation MOTU cartoon series.

Three Cosmic Enforcers appear on this page. The middle one is Zanthor, who made his debut in the Filmation MOTU cartoon. According to a Mattel Q&A, the Cosmic Enforcer on the left is Karsack, a member of Sagitar's species, and the one on the right is Levitha, a member of Saurod's species.

DC COMICS
THE FALL OF ETERNIA
MASTERS OF THE UNIVERSE
ISSUE 6
FIRST OF A 3 PART SAGA
HOMECOMING!



This mini-comic came packaged with the Oo-Larr figure (pages 366-367) in March of 2015.

THE FALL OF ETERNIA

PART ONE:
HOMECOMING!

With the Horde Empire in retreat, victory seemed inevitable. But He-Man and Skeletor were cast from the final battle and it was left to the Princess of Power to defeat Horde Prime alone and once and for all. Returning from Trolla, He-Man found his sister now lost but the Empire in ruins. For a decade, action and adventure followed He-Man on his quest to locate his lost twin. Meeting strange new allies and fierce new enemies He-Man battled across the Universe. Receiving news of his father's passing, Adam now races toward Eternia at last, this time as its King, heir to the throne of Eternos Palace.

Written by - **Scott Neitlich**
Pencils by - **Axel Gimenez**
Inks by - **Diana Egea, Axel Gimenez, & Coral Martinez**
Colors by - **Kathryn Layno**
Letters by - **Deron Bennett**
Cover by - **Axel Gimenez, Diana Egea, & Kathryn Layno**

Special thanks to Rob David, Gabe Del La Torre and Katherine Benecke

Art Director - **Lori Jackson**
Editors - **Jim Chadwick & Aniz Ansari**

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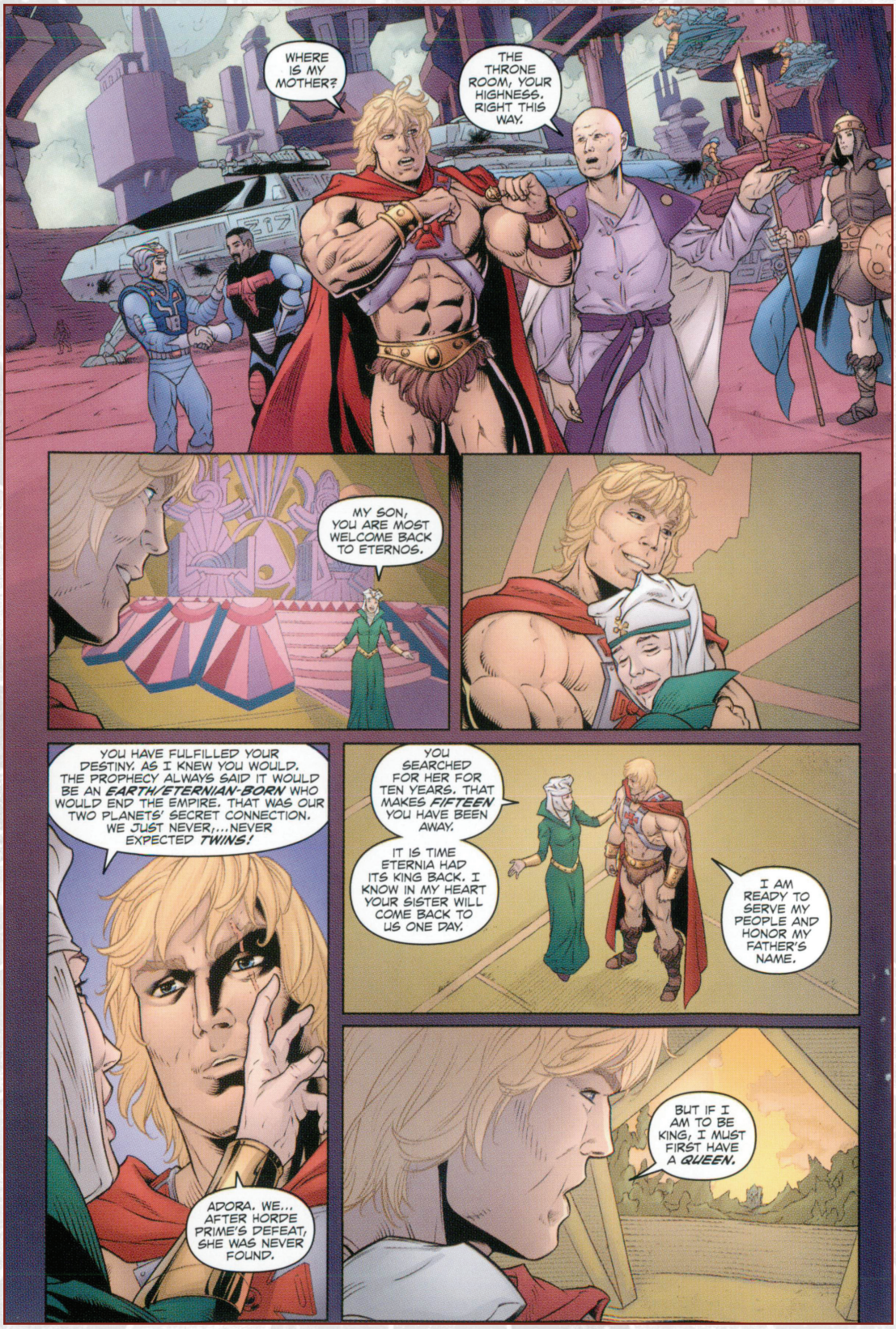
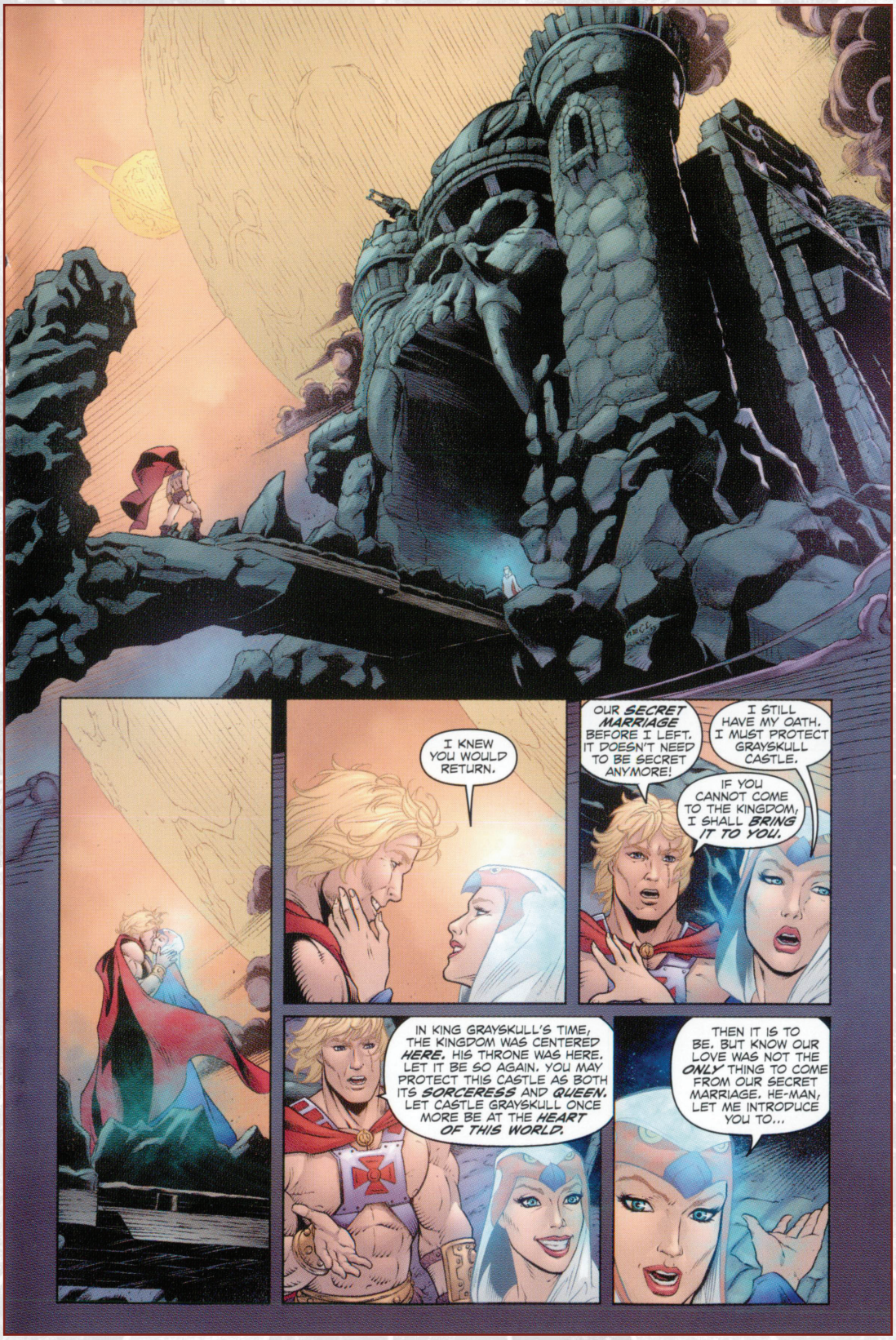
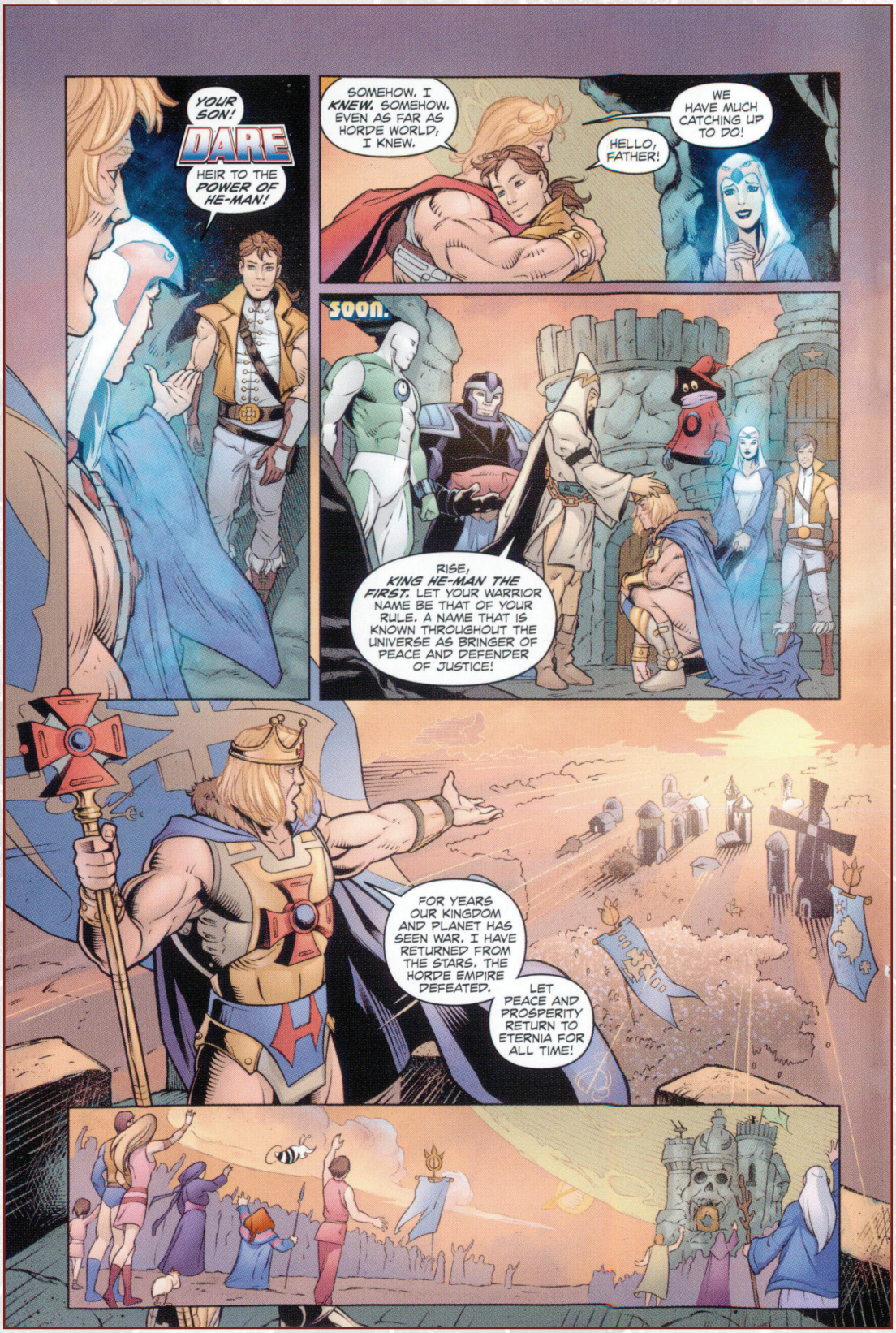
THERE IT IS, ETERNIA. NOW THAT'S A SIGHT FOR SORE EYES. THE LAST TIME I WAS HERE I WAS LIVING IN A CAVE.
I ONLY WISH... I WASN'T COMING BACK ALONE.
THE PROTECTORS WILL CONTINUE THEIR QUEST TO FIND YOUR SISTER, SIR. I PROMISE.
STARSHIP ETERNIA TO PLANET ETERNIA CONTROL. SKY HIGH, OLD BUDDY, DO YOU READ ME?
MY ESCORT FIGHTERS WILL SEE YOU IN.
WELCOME BACK, YOUR HIGHNESS.
IT'S GOOD TO BE HOME.



Although not officially confirmed, the bald, purple-robed character speaking to He-Man in the first panel bears a striking resemblance to Lubic, a character from the live-action 1987 MOTU movie. • The design of the Eternian Palace Guard on this page is based on the guards' appearance in the 200x MYP MOTU cartoon series.


I KNEW YOU WOULD RETURN.
OUR SECRET MARRIAGE BEFORE I LEFT. IT DOESN'T NEED TO BE SECRET ANYMORE!
I STILL HAVE MY OATH. I MUST PROTECT GRAYSKULL CASTLE.
IF YOU CANNOT COME TO THE KINGDOM, I SHALL BRING IT TO YOU.
IN KING GRAYSKULL'S TIME, THE KINGDOM WAS CENTERED HERE. HIS THRONE WAS HERE. LET IT BE SO AGAIN. YOU MAY PROTECT THIS CASTLE AS BOTH ITS SORCERESS AND QUEEN. LET CASTLE GRAYSKULL ONCE MORE BE AT THE HEART OF THIS WORLD.
THEN IT IS TO BE. BUT KNOW OUR LOVE WAS NOT THE ONLY THING TO COME FROM OUR SECRET MARRIAGE. HE-MAN, LET ME INTRODUCE YOU TO...



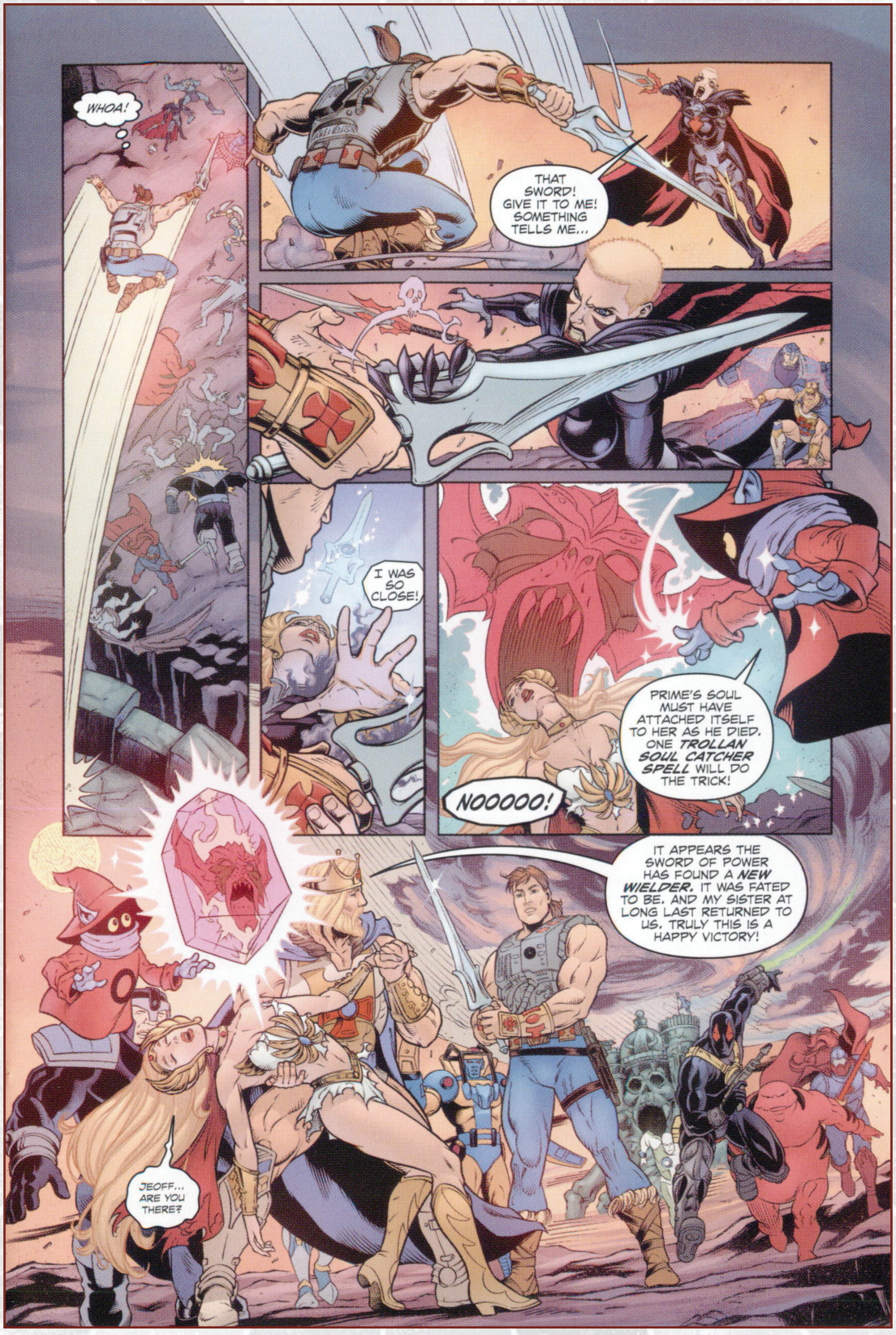
The man crowning King He-Man in the third panel is never identified in this or any other media. • Among the crowd in the final panel are Burbie, Gronk, and Master Sebrian.

The bird in the first panel is Craven, whom Dare later transforms into Battle Bird. Craven, Fork Lift, Air Bag, and Kay'La were all featured in the series bible for the unproduced Filmation "He-Ro, Son Of He-Man" cartoon, but did not make an official appearance until this mini-comic. Both Man-E-Faces and Ram-Man were slated to appear in the "He-Ro, Son of He-Man" cartoon series as well, but with updated designs. For this comic, Man-E-Faces II and Ram-Man II were introduced instead of redesigning the existing classic characters.

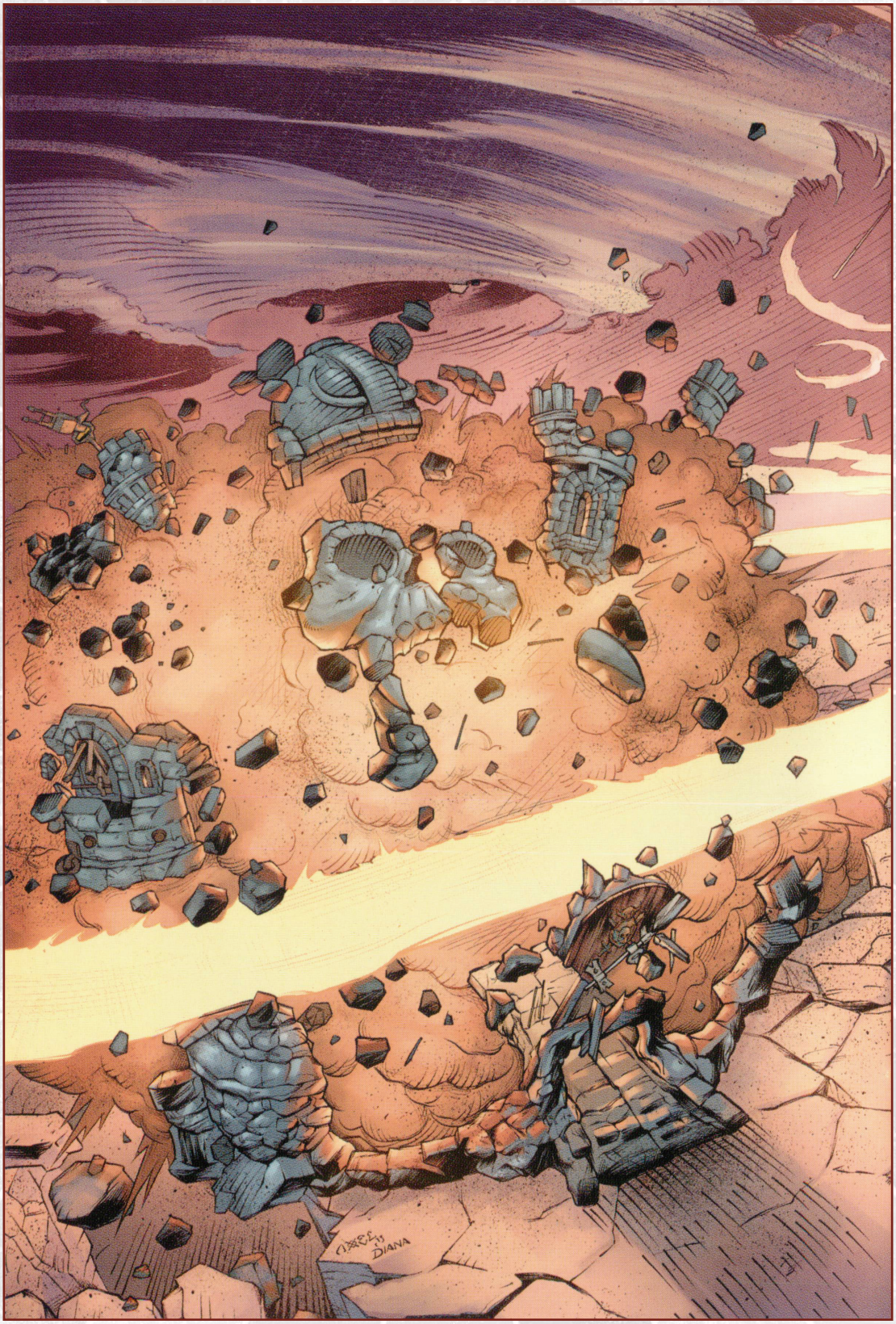
FOUR MONTHS LATER...
SURRENDER, ETERNIA! IN THE NAME OF THE EMPIRE!
RAAAGGGHHH!!
NOT WHILE WE DEFEND IT! MASTERS TO MY SIDE!
GUH?
HOLD! WHAT IS IT YOU WANT? WHO ARE YOU? WHAT DO YOU SEEK?
I BATTLED TEN YEARS IN THE ARENA FOR MY FREEDOM. NOW I'VE COME FOR YOU!
YOU TOOK ME FROM MY FATHER! YOU TWISTED EVERYTHING!
ADORA? IS THAT...?
OOOWWFF!!

ADORA, WE SEARCHED FOR YOU! I NEVER KNEW...
YOU TOOK ME FROM MY FATHER!
I DON'T KNOW WHAT HAS HAPPENED TO YOU, ADORA. BUT IF YOU ARE ANGRY OVER HORDAK, HIS ASSASSIN IS *RIGHT THERE!*
RAAAAAHHHH!
THIS CHANGES NOTHING.
YOU ARE *STILL* COMING WITH ME!

FATHER!
I KNOW WHAT I MUST DO!
BY THE POWER OF HE-MAN... I AM HE-RO!



The name that She-Ra mutters in the final panel ("Jeoff...") is a reference to Sea Hawk.

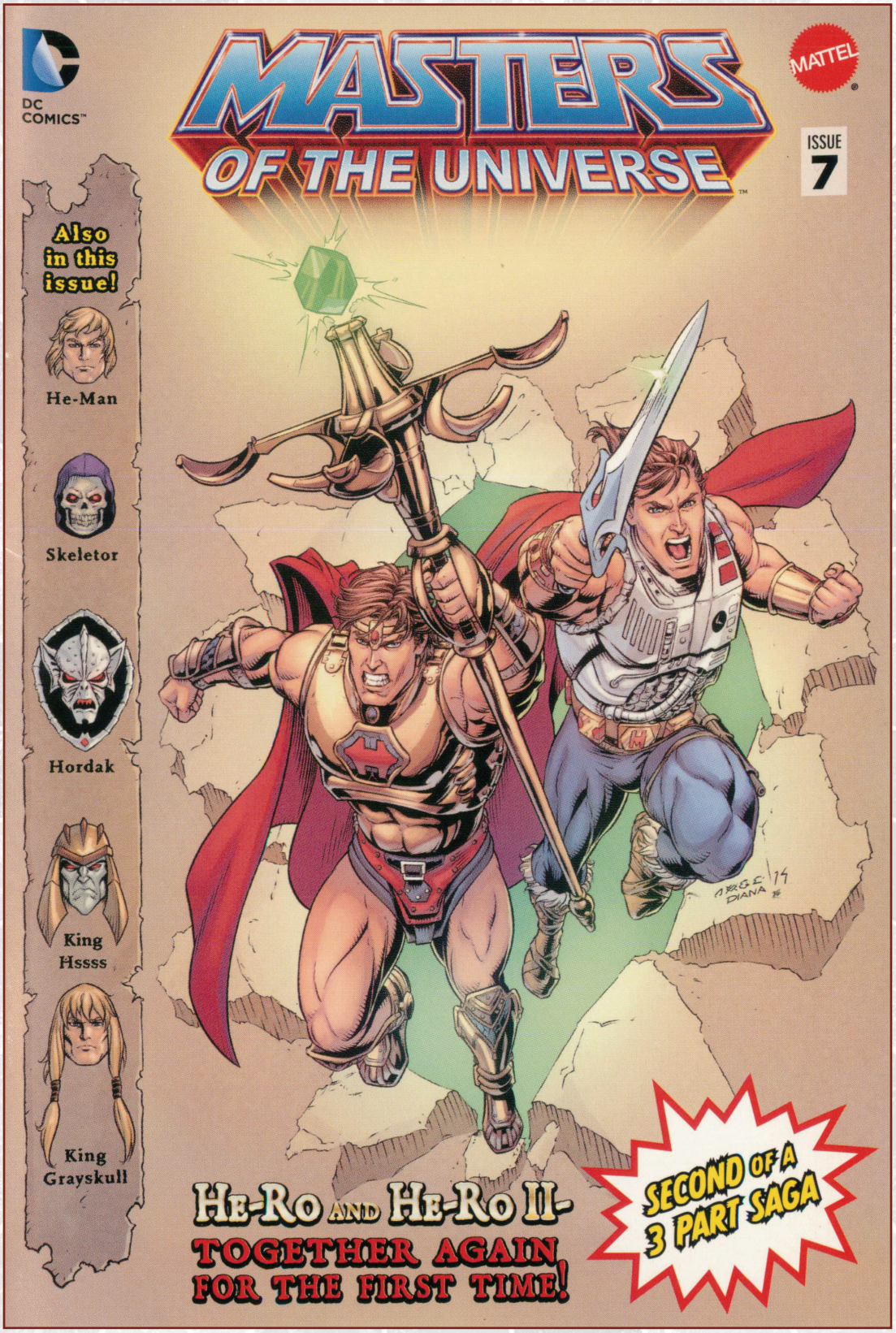

ARES
DIANA

BY ETERNIA!

Modulok and Multi-Bot are depicted here as the combined character Ultrabeast.

OH HEY, STILL HERE, KIDS? (OH, PLEASE, WE KNOW YOU'RE 37!) YOUR PAL, SCROLLOS HERE! HAD AN EXTRA PAGE THIS TIME AROUND WHICH MEANS IT'S TIME TO DIG DEEP INTO THE FAN MAIL BAG TO ANSWER SOME OF YOUR BURNING QUESTIONS!
?
AS IF WE HAVE PHYSICAL MAIL THESE DAYS! WELL, HERE'S A "LETTER" FROM MEGAGEAR MAX. HE WRITES, "SCROLLOS, I LOVE YOUR SHOES. WHERE CAN I GET SOME IN MY SIZE? ALSO, HOW DID TEELA WIND UP WITH THE STAFF OF KA, LOST TO HISTORY AFTER PRETERNIA FELL?"
NEAT-O QUESTION, MAXIE! LET'S FIND OUT!
DUNCAN'S SUPER-SECRET LAB
DAD, CAN I USE THIS BATTLE STAFF?
SURE, TEELA. JUST GO PRACTICE OUTSIDE.
THANKS, DAD!
NO! NOT THE WHITE SCREEN OF DEATH! DELETE! BACKSPACE! OPTION COMMAND! OH, HEY, YOU'RE BACK! AND THERE YOU HAVE IT! ANOTHER FAN QUESTION ANSWERED! ANOTHER MYSTERY RESOLVED! ONE MORE NIGHT OF SLEEP FOR FAN'S BOYS EVERYWHERE! COME BACK HERE NEXT TIME FOR MORE READER MAIL (AND THE HIDDEN LOCATION OF MY SHOE DEALER!)
MATTY COLLECTOR.COM
Where Collectors are King
UNTIL THEN, KEEP COLLECTING, TRUE HE-FANS AND SHE-RAVERS, AND WE'LL KEEP MAKIN' EM! (I LOVE MY JOB!)

DC COMICS
MASTERS OF THE UNIVERSE
MATTEL
ISSUE 7
Also in this issue!
He-Man
Skeletor
Hordak
King Hssss
King Grayskull
HE-RO AND HE-RO II
TOGETHER AGAIN FOR THE FIRST TIME!
SECOND OF A 3 PART SAGA



This mini-comic came packaged with the Laser Power He-Man / Laser Light Skeletor 2-pack (pages 420-423) in December of 2015.

THE FALL OF ETERNIA

PART TWO:
THE TROUBLE WITH TIME TRAVEL

What troubled times these are! What horrors of horrors! The great and powerful Gorpo (AKA "The Unnamed One") has escaped from his interdimensional outerdimensional prison! Now he has returned to Eternia to once again claim the Power of the Universe for his own! But he needs more than just the Star Seed at Eternia's center; it is the Power Sword that is the key to unlocking the Star Seed's power. With this magical weapon of destiny in his hands the Unnamed One could be unstoppable. – Good thing Dare, He-Man and She-Ra are on hand! – and hey while we're on the subject, anyone want a sneak peek at an image of the super secret Unnamed One action figure! Just PM me at #Scrollostellsall.

-your pal!

Written by - **Scott Neitlich**
Pencils by - **Axel Gimenez**
Inks by - **Diana Egea**
Colors by - **Nathan Baertsch**
Letters by - **Deron Bennett**
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Associate Art Director - **Shannon Tompros**
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Special thanks to Joyce Oller, Rob David, and Gabriel De La Torre.

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SURRENDER YOUR UNIVERSE! I AM THE MASTER NOW!
ORKO! GET US OUT OF HERE!
ALREADY ON IT!

TUNDARIA! AGAIN?
IT'S STILL SPELL PROTECTED. THIS WAS THE BEST OPTION.
HEY! WHAT HAPPENED TO...
OPTION FOR WHAT? WHO WAS THAT?! WHAT IS GOING ON?
THAT... IS A LONG STORY.

Sh'Gora, a character from the Filmation MOTU cartoon, appears below the Unnamed One in the second-to-last panel.

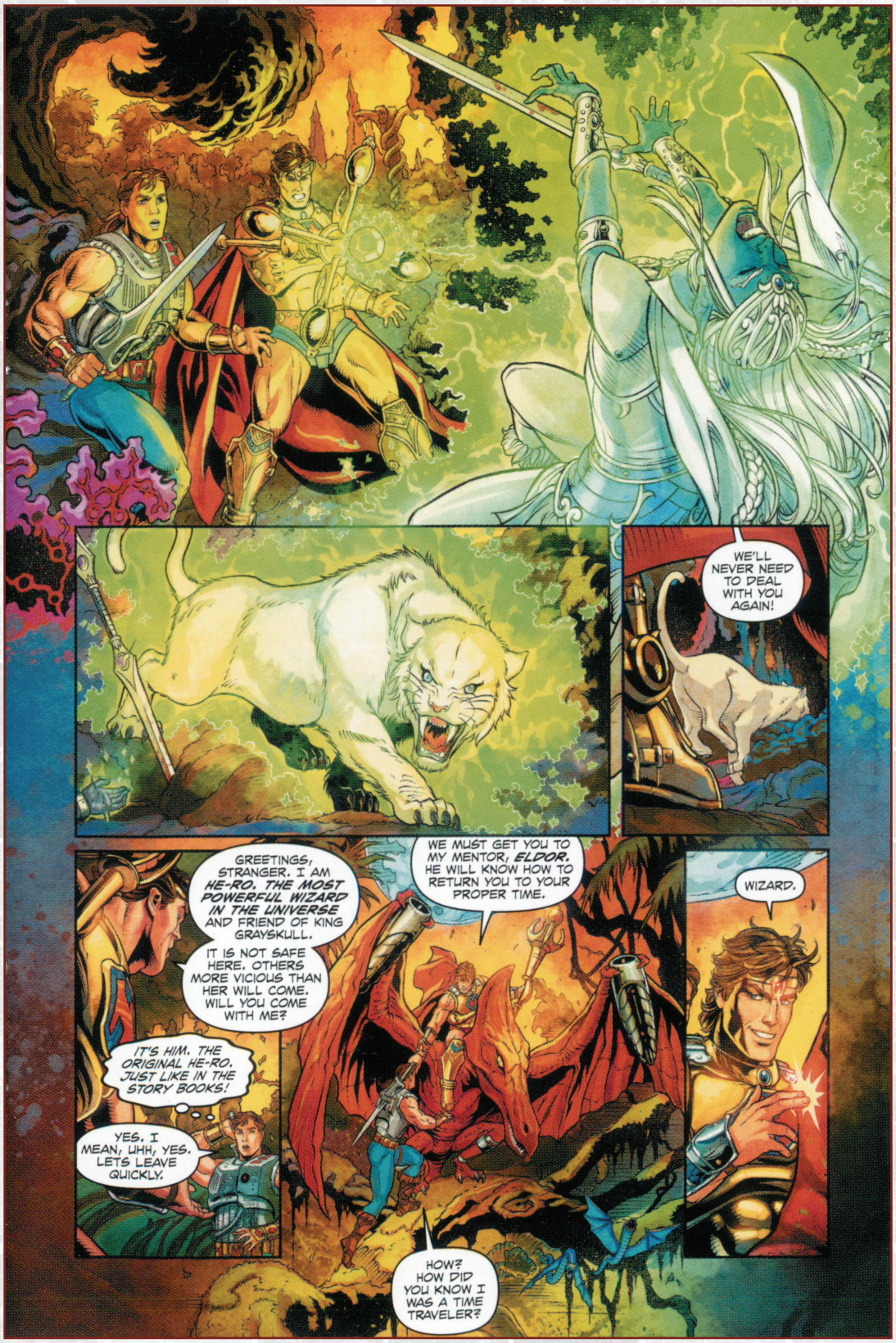
WHERE ARE THEY? I *MUST* HAVE THAT SWORD.
THEY ARE NOT REGISTERING ON MY MAGIK SCANS. I'LL NEED TO UPGRADE THIS.
FIND THEM! EVERYTHING DEPENDS ON LOCATING THAT SWORD. WITHOUT IT I HAVE A TREASURE WITH NO KEY!
SKELETEEN – RETURN TO *DROOM.*
PUT OUT A CALL FOR THE GREATEST HUNTERS AND CUTTHROATS IN THIS SECTOR. I WANT THAT SWORD FOUND!
DEMO-MAN, JITSU, CLEAR AWAY THIS RUBBLE.
I WANT WHAT THIS BROKEN FORTRESS WAS PROTECTING!
MY REVENGE IS ALMOST COMPLETE. SOON THE POWER WILL AGAIN BE MINE AND THE UNIVERSE WITH IT!

In the top left-hand corner of this page, two characters can be seen utilizing the Cliff Climber and the Tower Tools, two accessories that were released in the vintage MOTU toyline.

ELSEWHERE...
WELCOME BACK TO DROOM.
YOU LOOK WELL, MY CHILD.
HAVE THE CANDIDATES ARRIVED?
THE FLEET AWAITS. THOSE YOU DEEM WORTHY ARE READY TO JOIN YOUR ARMY.
REVENGE WILL BE MINE!

MEANWHILE.....
A TIME SPELL YOU SAY? I HAVE AN AGENT IN PRETERNIA ALREADY WAITING. THE FOOLS ARE WALKING INTO A TRAP. CONTACT HER IMMEDIATELY AND ARRANGE FOR AN INTERCEPTION.
AT ONCE MY MASTER.
NOW ONTO MORE PRESSING MATTERS. I HAD A WARLORD HERE ON ETERNIA WHO FAILED TO BRING ME THE STAR SEED. PERHAPS HE CAN BE OF SERVICE AGAIN... KING HSSSS RETURN!
MASSSSSTER I.....
YOU WERE DESTROYED. YOU FAILED ME HERE. WHAT WAS IT THAT LED TO YOUR DOWNFALL HSSSS?!
THE TABLET. THE TABLET OF SSSSSSSEFERATIONNN. MMMASSSSTER.
GOOD. I AM GLAD I RETURNED YOU TO THE WORLD OF THE LIVING, HSSSS...
IF ONLY FOR THE PLEASURE OF DESTROYING YOU MYSELF! THAT IS THE PRICE OF FAILURE!
NOOOOOO!!!

Illumina was originally supposed to debut in the 2002 MVCreations MOTU comics and even appeared in an ad for a future issue that was never published. She finally made her official debut in this comic.



After appearing on the cover of the first MOTUC mini-comic, the Turbodactyl is finally featured more prominently in this issue.

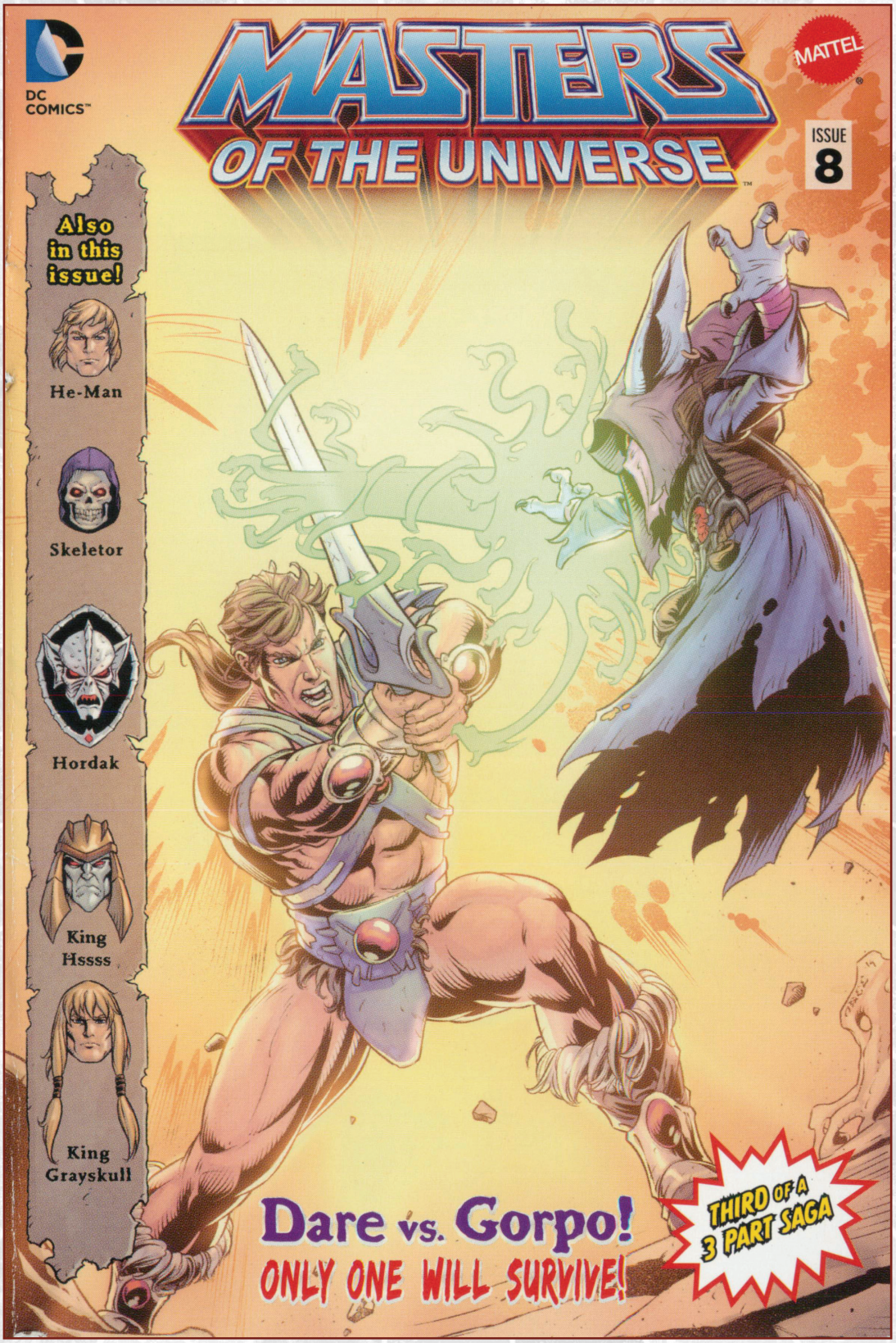
Lord Masque's mask can be seen on a shelf in the second panel, while the Coridite Crystal can be seen in the fifth panel.

Ever Mean, Missile Toe, Odar, Saw Tooth, and Slob Boar were all featured in the series bible for the unproduced Filmation "He-Ro, Son Of He-Man" cartoon, but did not make an official appearance until this mini-comic. • Slob Boar was the grown-up name of Pigboy, a background character in the live-action 1987 Masters of the Universe movie. • Trap Jaw II, Mer-Man II, and Tung Lashor II were all new characters who made their debut in this comic.

THE UNIVERSE BELONGS TO ME!
THE THIRD ULTIMATE BATTLEGROUND AND DARE VS. GORPO! NUFF SAID!!

HI. I'M PUBLICALLY RECOGNIZABLE HE-MAN! SCROLLOS HAS BEEN LOCKED UP AFTER LEAKING THOSE PICTURES OF THE UNNAMED ONE'S ACTION FIGURE, SO I'M HERE TO TALK TO YOU, THE LOYAL READER, DIRECT THIS TIME!
A LOT OF READERS HAVE ASKED OVER THE YEARS, "HE-MAN, HOW EXACTLY DO YOUR POWERS WORK?". WELL NORMALLY THAT IS A CLOSELY GUARDED SECRET, BUT THIS BEING A COMIC BOOK BACK UP PAGE, WELL, WHY NOT TELL YOU ALL!
YOU SEE, THE POWER OF GRAYSKULL IS STORED INSIDE OF A GREAT ORB IN CASTLE GRAYSKULL.
WHEN I CALL UPON "THE POWER OF GRAYSKULL" MY SWORD HARMONIZES AND SYNCS WITH THE POWER OF THE ORB! THE ORB IS THE BATTERY, THE SWORD IS THE DEVICE, POWERED "WIRELESSLY" BY MAGIC (TO USE A TERM TODAY'S KIDS WOULD KNOW)!
ONCE THE SWORD HARMONIZES WITH THE POWER, I HAVE ACCESS TO GREAT STRENGTH, AS WELL AS LESS OFTEN USED POWERS LIKE SUPER BREATH, AND SUPER JUMPING!
AS LONG AS EVIL THREATENS ETERNIA, YOU CAN BET I'LL USE THE SWORD OF POWER AND THE GREAT ORB THAT POWERS IT TO DEFEND AGAINST ANY THREAT!

DC COMICS
MASTERS OF THE UNIVERSE
MATTEL
ISSUE 8
Also in this issue!
He-Man
Skeletor
Hordak
Dare vs. Gorpo!
ONLY ONE WILL SURVIVE!
THIRD OF A 3 PART SAGA



This mini-comic came packaged with the Laser Power He-Man / Laser Light Skeletor 2-pack (pages 420-423) in December of 2015.

THE FALL OF ETERNIA

PART THREE:
THE THIRD ULTIMATE BATTLEGROUND!

This is it! It all ends here. Everything that has ever been or ever will be comes down to one final battle. With Dare lost in time and the planet of Eternia destroyed, what hope lies with the heroic Masters of the Universe now? And just as things couldn't get any worse, Skeletor's long lost son Skeleteen has also returned seeking revenge and glory in his father's name. The heroes and villains are gathering, the fates are aligned. Settle down with some popcorn, your favorite sugary drink and prepare for the ultimate battle, the final score, one last mini comic before we wrap this whole thing up! Prepare yourself for the Third Ultimate Battleground!

Written by - **Scott Neitlich**
Pencils by - **Jordi Tarragona**
Inks by - **Diana Egea, Juan Albarran, & Coral Martinez**
Colors by - **Carrie Strachan**
Letters by - **Deron Bennett**
Cover by - **Axel Gimenez, Diana Egea, & Kathryn Layno**
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Editor - **Michael McCalister**

Special thanks to Joyce Oller, Rob David, and Gabriel De La Torre.

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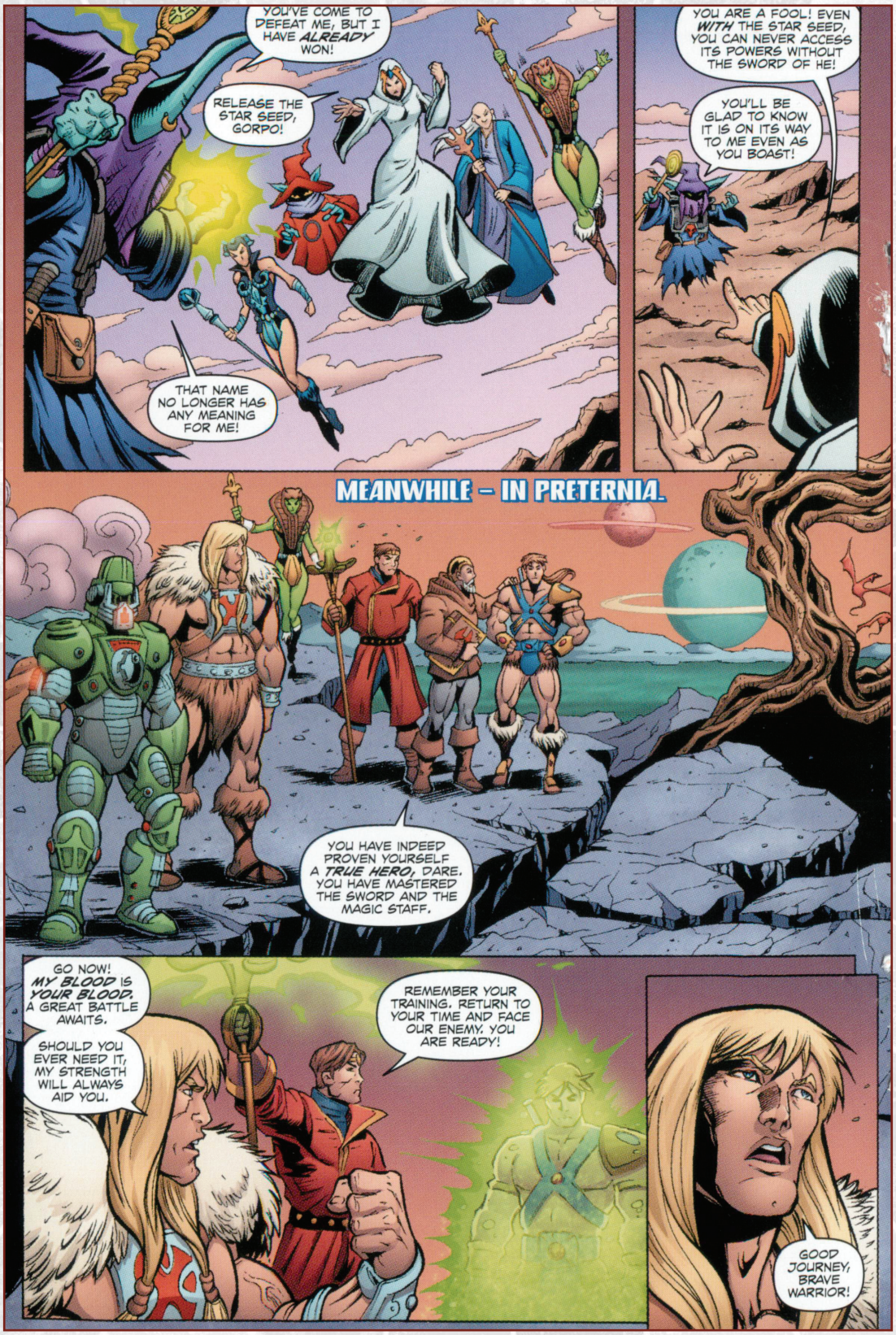
BETTER.
YOU ARE GETTING BETTER. IT WAS SLIGHTLY HARDER TO HIT YOU THIS TIME. BUT KNOWLEDGE IS ONLY HALF WAY THERE.
WHAT IS THE OTHER HALF?
MAGIC.

IT IS TIME, MASTER.
OH?
THE STUDY OF MAGIC AND THE GREAT MYSTERY IS NOT A TASK TO BE TREATED LIGHTLY. IT TAKES DISCIPLINE. IT TAKES DEDICATION-
I AM READY!
IT TAKES MEMORIZATION!
I NEED TO MEMORIZE THIS ENTIRE BOOK?!
THINK LIKE A WIZARD!

The sea creature in the first panel bears a strong resemblance to the monster on the cover of the vintage mini-comic "The Vengeance of Skeletor," which itself matched the description of Krakor from the German MOTU audio plays. • Although not called by name in this issue, the Snake Man archer was a new character named Quick Flick, while the woman he strikes is Sharella, who would later become the Goddess, her physiology transformed via a blood transfusion from Moss Man, as seen in the third panel above.

MEANWHILE, IN THE PRESENT:
IT IS NO USE. EVEN OUR COMBINED POWERS ARE HAVING LITTLE EFFECT!
MAY I BE OF ASSISTANCE?
YOUR POWERS ARE TOO WEAK. YOU AREN'T EVEN AFFECTING OUR SPELL!
THEN RESTORE ME! GIVE ME BACK MY POWERS AND I SWEAR I WILL DO ALL I CAN TO HELP!
FOR NOW...
SHE CAN'T BE TRUSTED!
WE HAVE NO CHOICE. ETERNIA NEEDS US ALL NOW.
IT IS STILL NOT ENOUGH!
PERHAPS I CAN HELP!

Tug O'War originally appeared as an unnamed character in the vintage mini-comic "Skeletor's Dragon." He never appeared again until this mini-comic.



While not referred to by name, the green, robotic-looking warrior in the third panel above was a new character named Bandwidth.

THE PRESENT:
IT'S OVER, GORPO!
YOU THINK YOU HAVE WON? YOU FOOL! YOU HAVE BROUGHT THE SWORD RIGHT TO ME!
NOT TODAY! DEFENDERS OF ETERNIA- STRIKE!
SO YOU LEARNED A LITTLE MAGIC WHILE YOU WERE AWAY? BEHOLD A TASTE OF MY POWER!
NOW IS THE TIME OF THE THIRD ULTIMATE BATTLE GROUND!

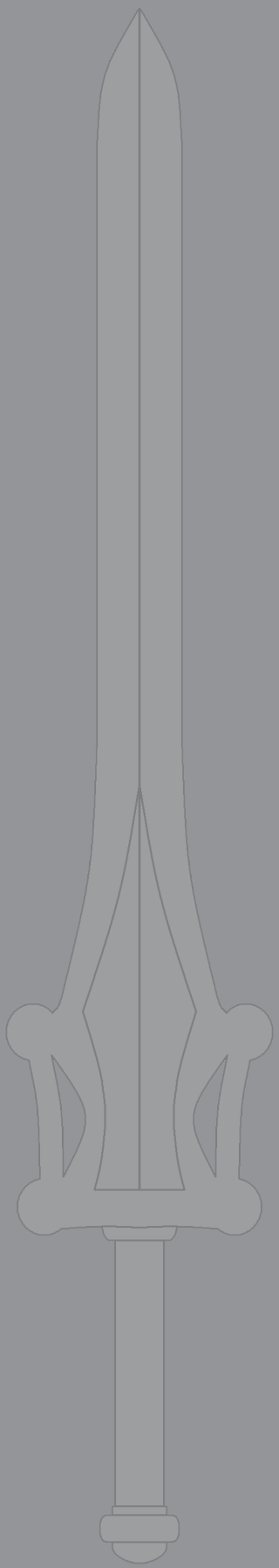
Dare is seen here riding his pet bird Craven, transformed into Battle Bird. • Even though the MOTUC toy version of Arrow was cream-colored, here he is blue like the vintage Arrow toy.

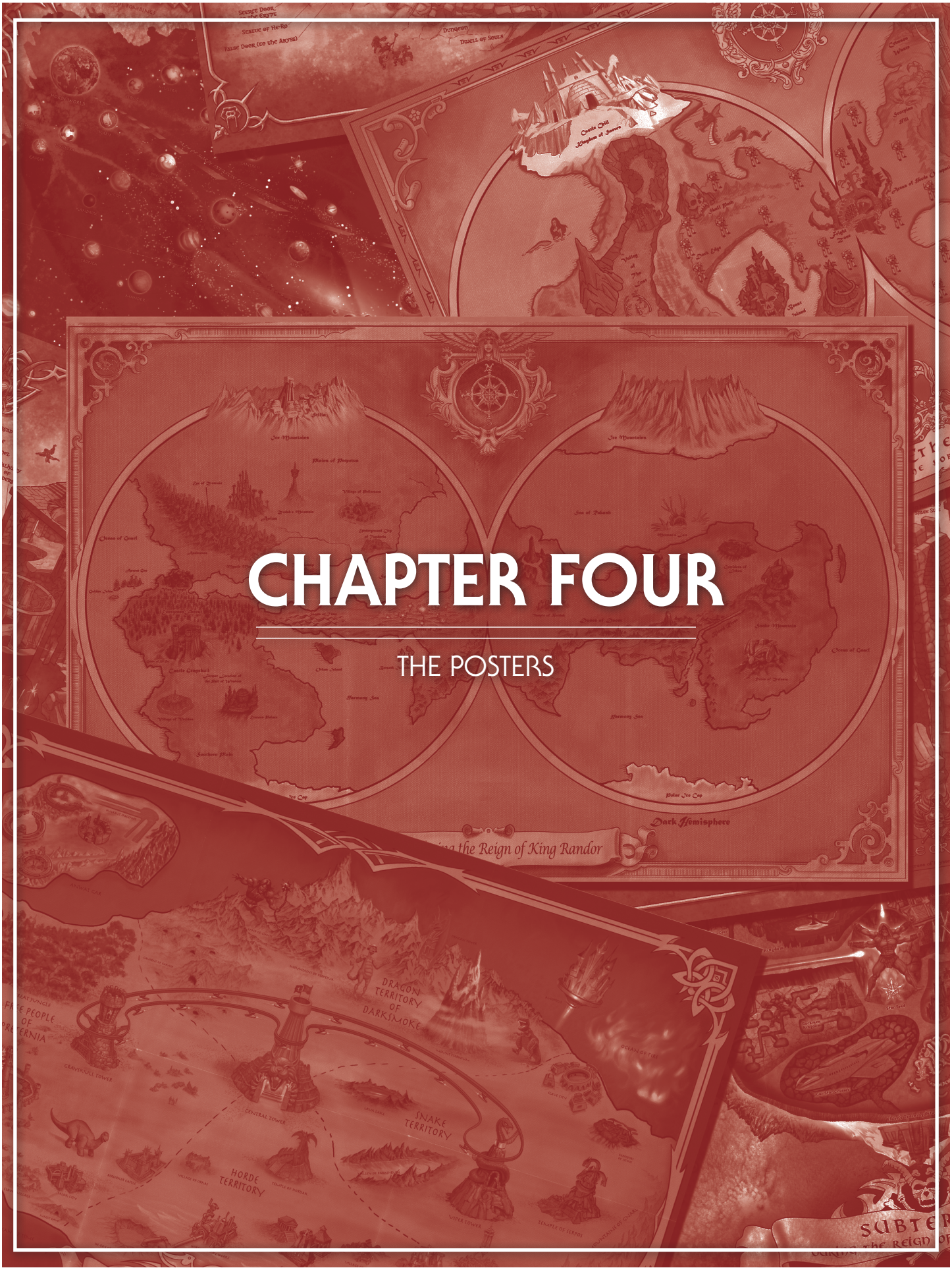
Among Skeleteen's warriors is Mo-Larr, making his only media appearance outside of the *Robot Chicken* comedy series.

THE SWORD! GIVE IT TO ME!
YOU WANT IT? COME AND GET IT.
YOU THINK YOU HAVE MASTERED THE MYSTERIES OF MAGIC.
BEHOLD! I CAST "VILLAINS CALL"!
TWO CAN PLAY AT THAT GAME!
I CAST "HEROES CALL!"

HOLD IT RIGHT THERE BETRAYER OF TROLLA!
I'VE WAITED A LONG TIME TO DESTROY YOU!
WELL YOU FORGOT MY SECRET WEAPON!
WHAT THE--? YOU CALL THAT A "SECRET WEAPON"?
NO. A "DISTRACTION."
NOOOOOO!

LET ALL THOSE WHO BATTLE RETURN TO WHERE THEY ARE NEEDED!
YOU MAY HAVE SAVED THE UNIVERSE, BUT IN THE NAME OF MY FATHER ETERNIA SHALL BE MINE!
WE SHALL MEET AGAIN, HE-RO!
THE BATTLE IS OVER.
THE STAR SEED MAY BE SAFE, BUT AS LONG AS THERE IS POWER AND MYSTERY ON PLANET ETERNIA THERE SHALL ALWAYS BE CONFLICT. THERE SHALL ALWAYS BE A BATTLE TO BECOME
MASTERS OF THE UNIVERSE!

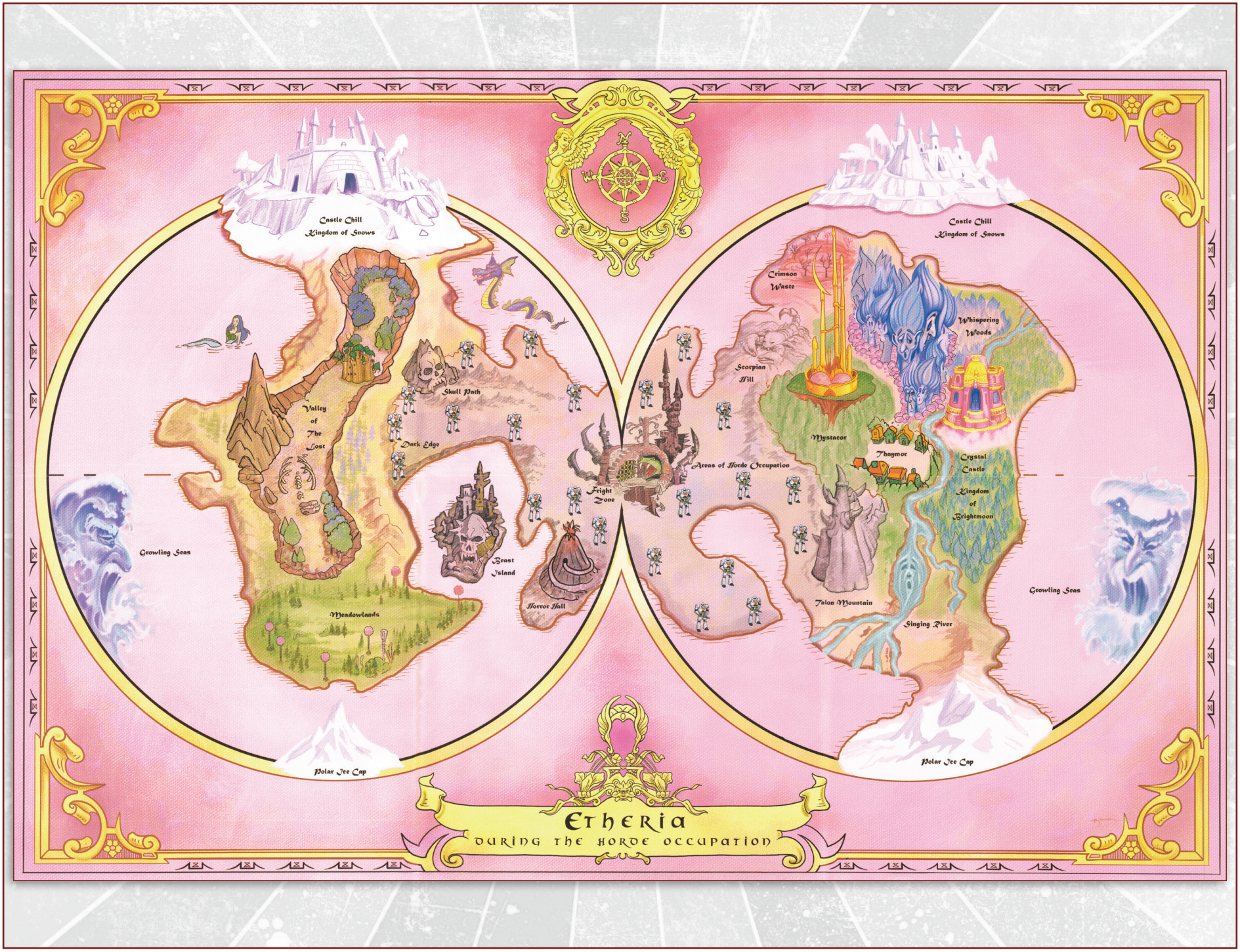




CHAPTER FOUR

THE POSTERS

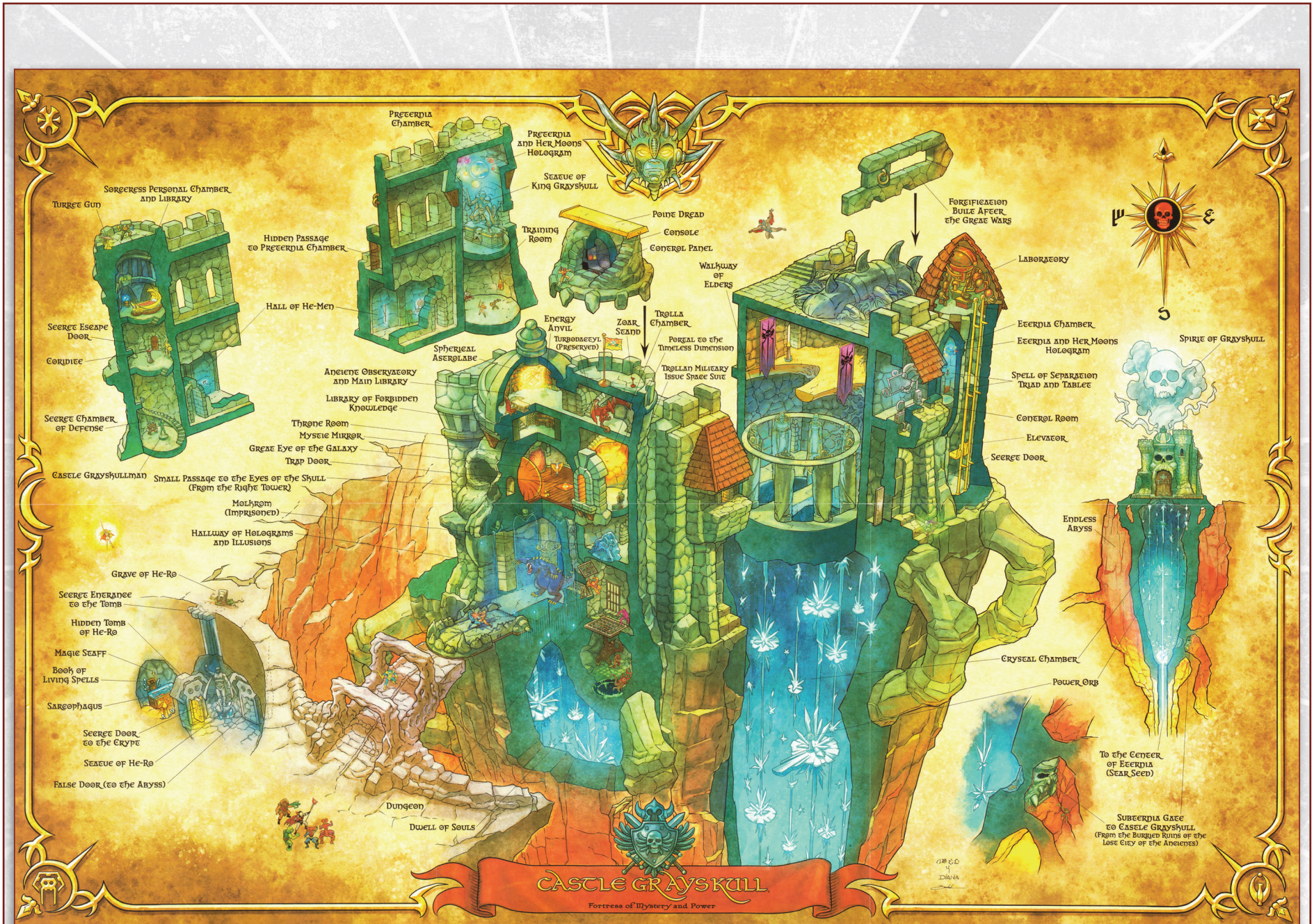
Stilia
Ice Mountains
Plains of Perpetua
Eye of Zurcain
Village of Pellerzeen
Zodak's Mountain
Avion
Underground City of Tundoria
Ocean of Gnarl
Andreenon
Mystic Mountains
Ice Swamp
Sea of Rakash
Aswat Car
Golden Isles
Vine Jungle
Evergreen Forest
Sands of Time
Sands of Fire
Dunes of Doom
Berserk Islands
Orkus Island
Castle Grayskull
Former Location of the Hall of Wisdom
Harmony Sea
Village of Veridon
Eternos Palace
Southern Plain
Polar Ice Cap
Light Hemisphere
Ice Mountains
Sea of Rakash
Merman's Lair
Corridors of Orkus
Valley of the Dragons
Mount Zoramhum
Temple of Hordak
Dunes of Doom
Blood River
Snake Mountain
Ocean of Gnarl
Ruins of Telesia
Harmony Sea
Polar Ice Cap
Dark Hemisphere
Eternia during the Reign of King Randor

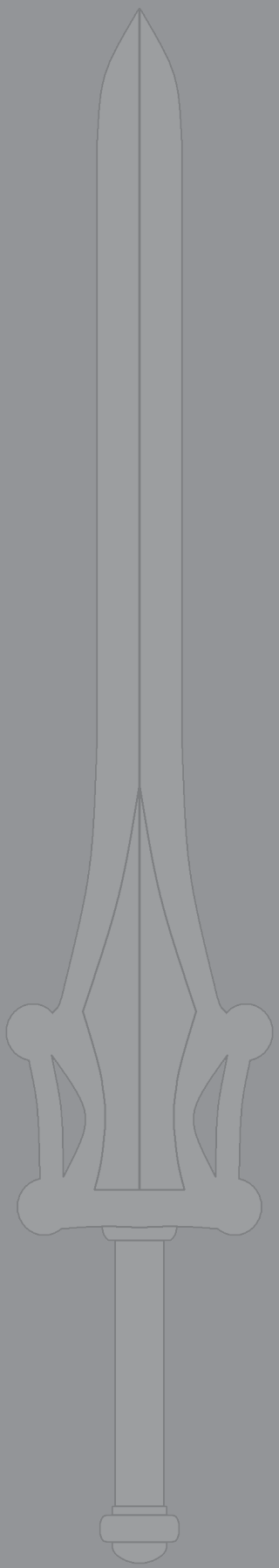

Castle Chill
Kingdom of Snows
Valley of The Lost
Skull Path
Dark Edge
Growling Seas
Beast Island
Meadowlands
Horror Hall
Fright Zone
Areas of Horde Occupation
Polar Ice Cap
Castle Chill
Kingdom of Snows
Crimson Waste
Whispering Woods
Scorpian Hill
Mystacor
Thaymor
Crystal Castle
Kingdom of Brightmoon
Talon Mountain
Singing River
Growling Seas
Polar Ice Cap
Etheria
during the Horde occupation

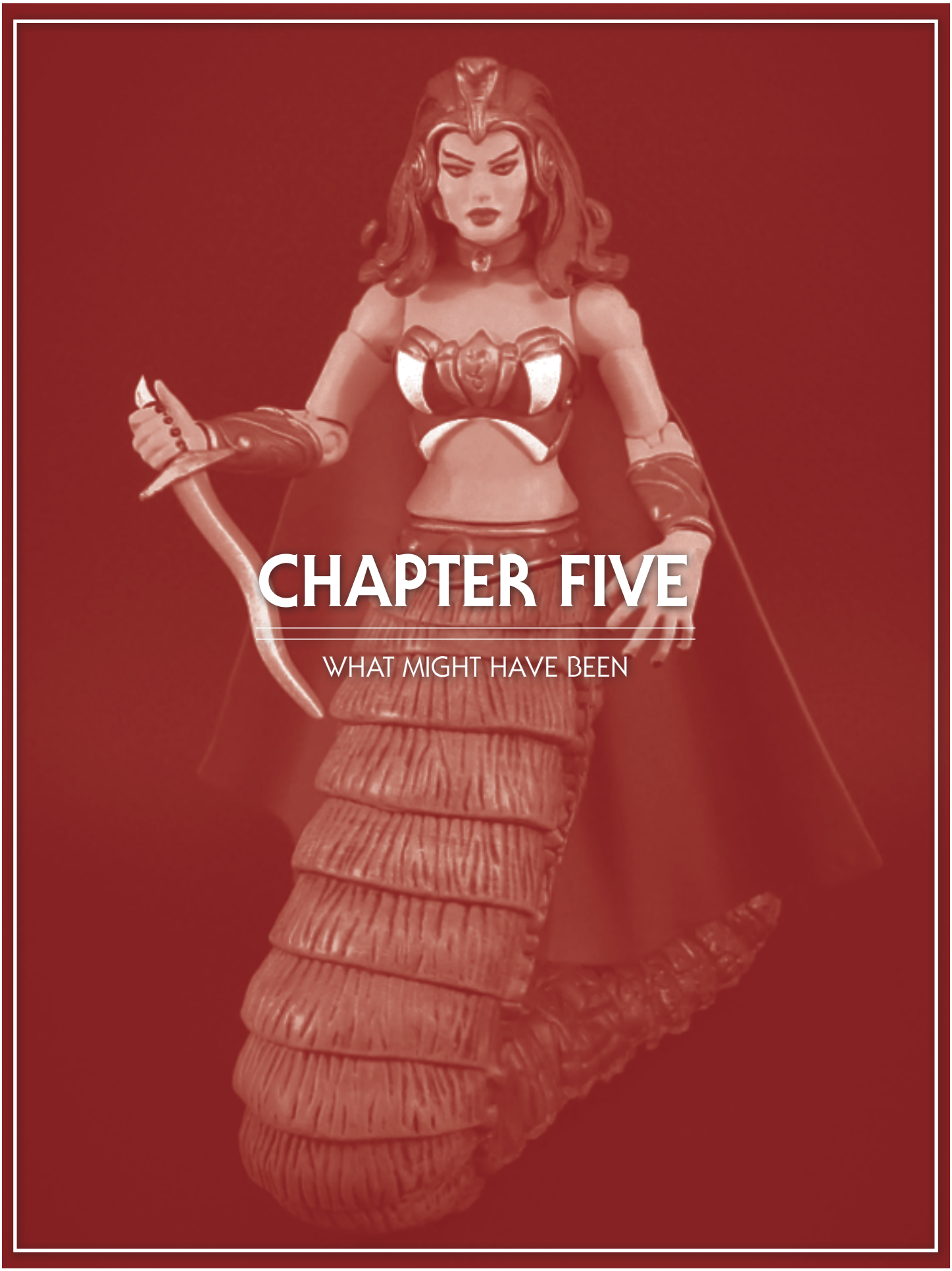
DUCKAUT SPACEPORT
ANWAT GAR
LAND OF GIANTS
MOUNTAINS OF PERPETUA
DRAGON TOWER
DRAGON TERRITORY OF DARKSMOKE
AVIOPOLIS
OCEAN OF FIRE
CAVERNS OF RAKAIH
MOUNT ETERNIUM
SLAVE CITY
CORRIDORS OF LETHOS
PIRATE COVE
MOUNTAINS OF GNARL
FOE CASTLE
VALLEY OF GNARL
GREAT JUNGLE
FREE PEOPLE OF PRETERNIA
GRAYSKULL TOWER
CENTRAL TOWER
LAVA LAKE
SNAKE TERRITORY
VALLEY OF PARATHEVIA
VIPER TOWER
TEMPLE OF SERPOS
MOUNTAINS OF GNARL
VILLAGE OF GAZ
CASTLE GRAYSKULL
TEMPLE OF HORDAK
HORDE TERRITORY
VILLAGE OF ORKAS
BERSERKER CASTLE
ORACLE'S TEMPLE
ZALESIA
VILLAGE OF HY-DOE
TALOK CITY
SLIME PIT
HARMONY DESERT
ELDOR'S VILLAGE
HORDE FACTORY WORKS
MAGIC CAVE
HE-RO'S CRATER
OCEAN OF TIME
ARACHNIA CITY
PRETERNIA
BEFORE THE SPELL OF SEPARATION

Mount Baranthrum
Dunes of Doom
Sands of Fire
Grayskull Tower
Central Tower
Viper Tower
Zodak's Mountain
Caves of Tundaria
Snake Mountain
Temple of Serpos
Marzo's Treasure
Rock Temple
Spalia Gate
Crystal Temple
Calligar Fiefdom
Spalia Kingdom
Crystal Chamber
Castle Grayskull
Hidden City of Istoria
Lava Lords
Star Seed
Rockmen Kingdom
Arachnia City
Tusek Mining Operations
Ruins of Eternos
Gar Star Cruiser
Kex Kingdom
Elder's Training Citadel
Moon of Droom
SUBTERNIA
DURING THE REIGN OF KING SKELETOR

DESTROYED BY HORDE BOMBINGS
EXTENT OF THE HORDE EMPIRE
NORDOR
DENEBRIA
TRI-SOLAR SYSTEM
EQUOS
ENOS
PRIMUS
LASER GATE
POLARIDES
PHANTOS
MULTRA
FALLEEN
JANTIX
SERUG
GEEBOR
HORDE WORLD
VEBOX
NAMELESS DIMENSION
PLAGRA STATION
JANTIX II
KYLEX
KARIB
TIMELESS (ETERNAL) DIMENSION
DESPONDOS
INFINITA
PATH OF HORDE INVASION FLEET FOLLOWING HE-RO
BESTOVE
UNITORA
CRELUS
PHELIBIO IX
ZAFEER
TRANNIS
ETERNIA
JUGULIA
POCHER
KANDROX
ALITY
PRISON STARR
DRAEDUS
INSECTICA
TOBOTICA
BATTLE PLANET
ERONIA
TROPICA
RELATRAS
MANDOR
LAREDOS
TRAPHOS
TREADAWAY
GARIUS ASTROID BELT
FLORANIA
EXTENT OF THE HORDE EMPIRE
RUE-BANE
EARTH
ETERNIA AND HER MOONS
BRIGHT MOON
DROOM
MUNG
PHANTROX
DARK MOON
KNOWN PLANET SYSTEMS IN THE
HORDE EMPIRE
FROM THE NOTES OF ZODAC ZUR AND TEELA' NA


Preterdia Chamber
Preterdia and Her Moons Hologram
Statue of King Grayskull
Sorceress Personal Chamber and Library
Turret Gun
Hidden Passage to Preterdia Chamber
Training Room
Point Dread
Console
Control Panel
Fortification Built After the Great Wars
Laboratory
Walkway of Elders
Hall of He-Men
Secret Escape Door
Corridor
Energy Anvil
Turbodactyl (Preserved)
Zoar Stand
Trolla Chamber
Portal to the Timeless Dimension
Trollan Military Issue Space Suit
Spherical Asterolabe
Ancient Observatory and Main Library
Library of Forbidden Knowledge
Throne Room
Mystic Mirror
Great Eye of the Galaxy
Trap Door
Secret Chamber of Defense
Castle Grayskullman
Small Passage to the Eyes of the Skull (From the Right Tower)
Molkrom (Imprisoned)
Hallway of Holograms and Illusions
Eternia Chamber
Eternia and Her Moons Hologram
Spell of Separation Triad and Tablet
Control Room
Elevator
Secret Door
Spirit of Grayskull
Endless Abyss
Grave of He-Ro
Secret Entrance to the Tomb
Hidden Tomb of He-Ro
Magic Staff
Book of Living Spells
Sarcophagus
Secret Door to the Crypt
Statue of He-Ro
False Door (to the Abyss)
Dungeon
Dwell of Souls
Crystal Chamber
Power Orb
To the Center of Eternia (Star Seed)
Subterria Gate to Castle Grayskull (From the Buried Ruins of the Lost City of the Ancients)
Castle Grayskull
Fortress of Mystery and Power





CHAPTER FIVE

WHAT MIGHT HAVE BEEN

WHAT MIGHT HAVE BEEN

With the release of Snake Mountain by Super7 in 2020, Masters of the Universe Classics came to a quiet end after 12 amazing years. But if Evil-Lyn were to look into her crystal ball to see what the future of MOTUC would have looked like if it would have been allowed to continue, what might she have seen? Well, thanks to some reliable insider information from former Mattel brand manager Scott Neitlich and others, the following pages give an overview of some of the characters, beasts, vehicles, etc., that were under consideration for the brand before the plug was finally pulled. Alas, what might have been...

THE 2016 LINEUP Before Mattel ultimately scaled back the number of releases in Masters of the Universe Classics in 2016, they had another robust full year of figures scheduled, with plans to re-brand the line as "Masters of the Universe Chronicles" released in all-new packaging. Among their plans were releases of Lord Masque, Despara, General Sundar, Vultak, Darius, Lodar, Crita, Horde Wraith, Anti-Eternia He-Man (as a "chase" figure), Night Stalker, Stridor, Tuskador, and the Roton with Skelcon, all of which were ultimately released by either Mattel in 2016 or later by Super7. But their plans also included Lady Slither (*left*), along with all of the following:

(*L-R*): Ra-Jar, Skeleteen, Songster (which would have been the sub-exclusive figure), Major Header, Hans Hammer-Holder, Sagitar (as the oversized Holiday figure), and a Prince Keldor/Prince Randor 2-pack exclusive to San Diego Comic Con in 2016. Mattel also had plans for the Goddess 2.0 (to correct the "exploding hip" issue) as an SDCC/Power-Con exclusive figure.

CLUB GRAYSKULL In addition to the regular subscription detailed above, Mattel had plans for a mini-sub made up almost exclusively of re-releases of highly-demanded characters done in their Filmation cartoon designs. Dubbed "Club Grayskull," this add-on subscription would have included He-Man, Skeletor, Stratos, Mer-Man, Beast Man, and a subscription-exclusive Sorceress, all of which were ultimately released by either Mattel in 2016 or later by Super7. But Mattel's line-up also included Cringer, the only figure in Mattel's plans that was never released.

ON THE ROAD MAP Along with the aforementioned 2016 line-up, the following releases were also seen on Mattel's road map for eventual inclusion in Masters of the Universe Classics.

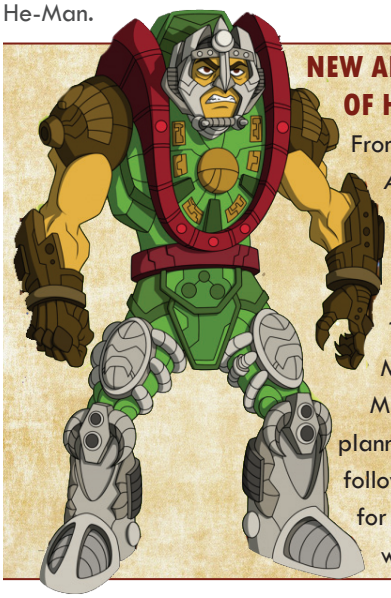
200X MOTU CARTOON SERIES AND TOYLINE

(*L-R*): Adzar the Giant, Andreenids (2-pack), Baddrah, Belzar the Giant, Caligars (2-pack), Chadzar the Giant, Qadians (2-pack), Tuvar, and Queen Andreeno. Not pictured (but also planned) were the 200x designs of He-Man, King Randor, Prince Adam, Man-At-Arms (in underwater armor), Queen Marlena, the Sorceress, and Skeletor, along with MOTUC versions of the 200x figures Jungle Attack He-Man, Samurai He-Man, Samurai Skeletor, Disco Skeletor, and Smash Blade He-Man.

FILMATION CARTOON

Filmation cartoon characters that Mattel had eyed for inclusion in MOTUC included Melaktha, Aremesh, Colonel Blast, King Miro, Kol Darr, Manticore, and Slavemaster, as well as a new version of Cringer (not pictured).

NEW ADVENTURES OF HE-MAN

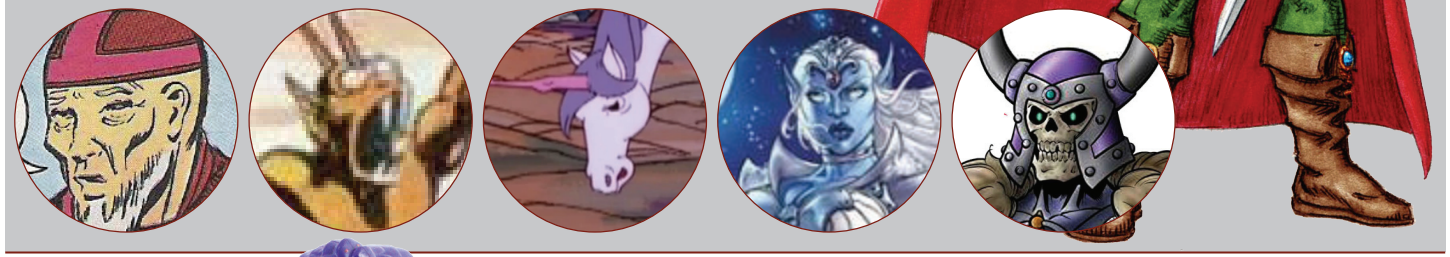


From *The New Adventures of He-Man* cartoon and subsequent 1990 "He-Man" toyline, Mattel had planned the following characters for MOTUC: Butthead (*left*), Artilla, Hoove, Kayo, Lizorr, Nocturna, Spinwit, Staghorn, and Vizar, as well as Space Mutant Figure Stands and Galactic Protector Figure Stands (not pictured).

PRINCESS OF POWER From the vintage Princess of Power toyline, Mattel had planned to eventually include *(below, L-R)* Starburst She-Ra, Clawdeen, Crystal Sun Dancer, Scratchin' Sound Catra, and Silver Storm in Masters of the Universe Classics.

COMIC AND MAGAZINE CHARACTERS

Comic book and magazine-based characters that Mattel had considered for inclusion in MOTUC included Scrollos *(right)*, and *(below, L-R)* Consul Ari, an Ilkort Warrior, Teela's Unicorn, Illumina, and the Great Black Wizard, as well as *(not pictured)* the comic designs of Ram Man and Tri-Klops.



START YOUR ENGINES Figures weren't the only things slated for the future of MOTUC that were never made. Several vintage vehicles and beasts were also on the MOTUC road map, including the Tyrantisaurus Rex, Turbodactyl, Attak Trak, Bionatops, and the Land Shark.

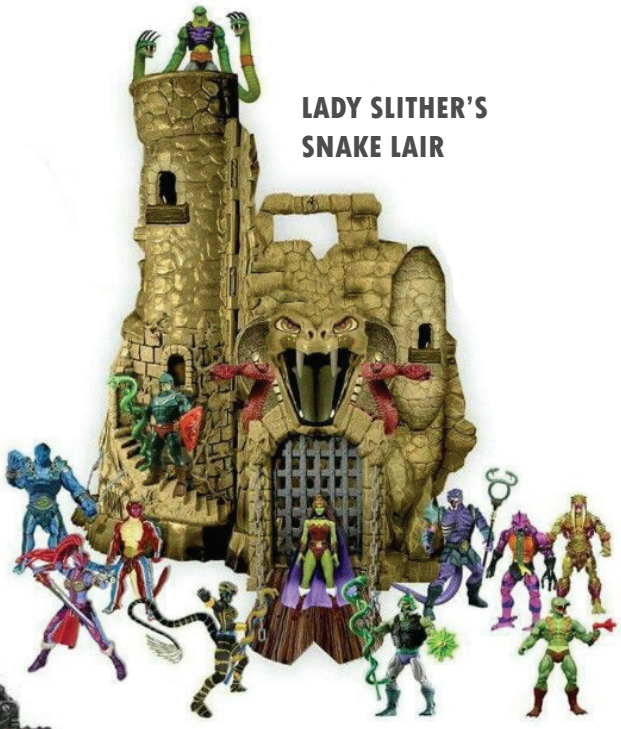
AND THE REST Other items under consideration for MOTUC included: Catra's Cat Warriors • Elders of Eternia 3-pack • Evil Females with Rooted Hair (a possible minisub) • the Girls of MOTU (another possible mini-sub) • Horde Armor He-Man and She-Ra • Horde Death Squad • Horde Lord • Horde Supreme • a Magic Blast Pack • Outcast Keldor • Revenge Squad Leader • Sharella • Skeleton Warriors (2-pack) • Snake Warrior Captain (a repainted Snake Man) • Stingrad • Crash-Landing Captain Glenn • Cloak and Dagger Evil-Lyn • the Slime Pit.

ETERNOS PALACE

Of course, Mattel wasn't alone in planning the future of MOTUC. Several fans came up with amazing concepts for releases they would have liked to have seen in the toyline, including this amazing Eternos Palace playset design by Stuart Cameron, which featured a throne room for King Randor and Queen Marlena; Man-At-Arms' workshop; Orko's bedroom; landing areas for Sky Sleds and the Wind Raider; a prison cell; an exterior walkway; an elevator; and a kitchen complete with a Chef Allen figure.

WHISPERING WOODS

THE FRIGHT ZONE



LADY SLITHER'S SNAKE LAIR

Other fan-designed MOTUC playsets included the Whispering Woods (also by Stuart Cameron), Lady Slither's Lair, and the Fright Zone.

Beginning in 2016, MOTUC fan Brian Charles Rooney posted a series of articles on The Fwoosh proposing a line-up of characters deserving of consideration for future release in Masters of the Universe Classics. Combined with amazing figure artwork by artist Tom Bryski, Rooney's articles made a compelling argument for the inclusion of many characters that had been, at the time, ignored in the line. Some of these characters, like Karg, Wrap Trap, and Granita, eventually achieved plastic immortality, but far too many others, as seen on these next few pages, were simply never meant to be.

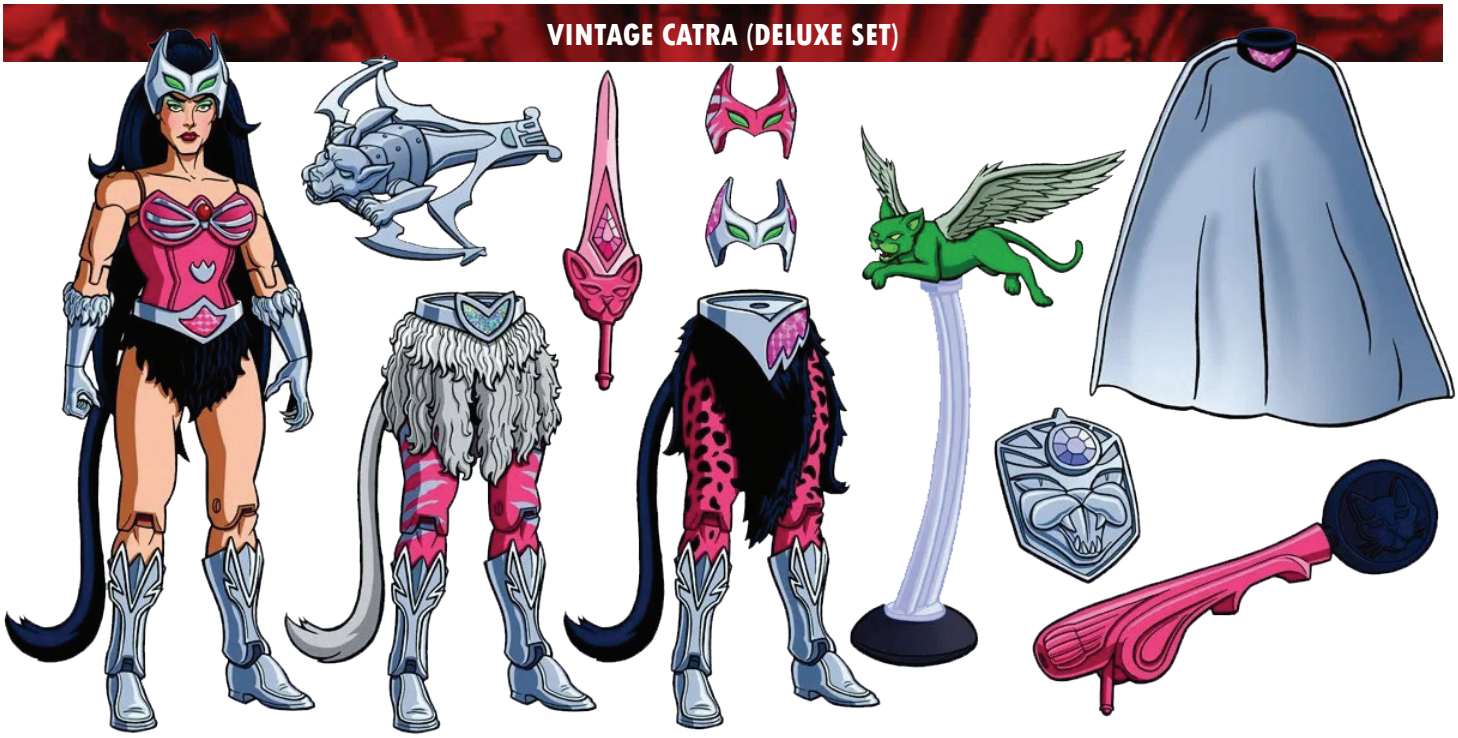
BARON GROD

A character from the Filmation MOTU cartoon, Baron Grod is shown here with an energy crossbow, net cannon attachment, and his pet Growler.

ADMIRAL SCURVY

Admiral Scurvy, a character from the Filmation POP cartoon, is shown here with Imp (as a rocket), crossbow, alternate head, and Squall.

VINTAGE CATRA (DELUXE SET)

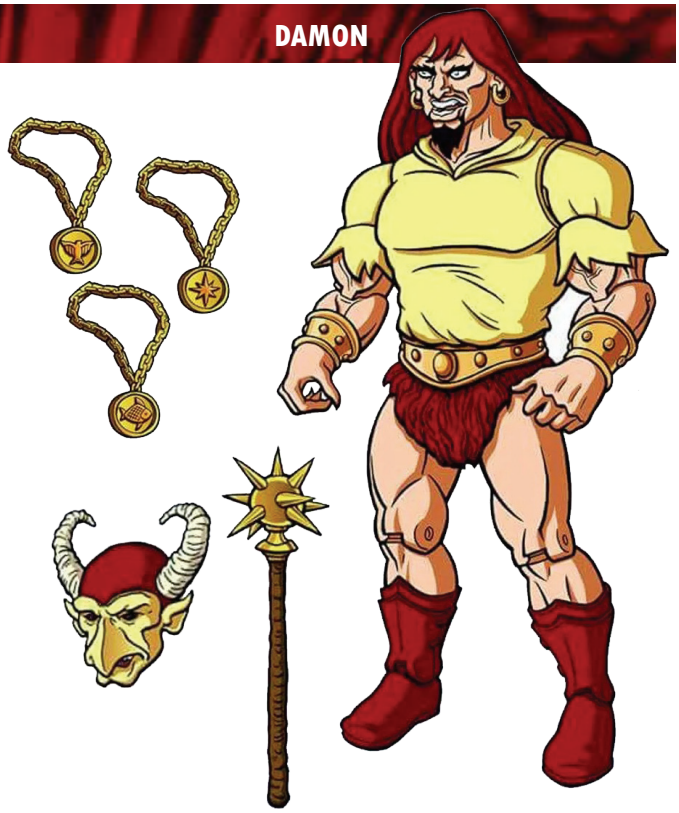


This "deluxe set" would have combined elements of three different Catra figures from the vintage POP toyline: silver mask, Horde crossbow, cat sword, Shower Power mask, Scratchin' Sound mask, Catbird with stand, Shower Power cape, Scratchin' Sound swappable legs, Shower Power swappable legs, cat shield, and water bazooka.

CHEF ALLEN

With rolling pin, spoon, bowl, Orko's birthday cake, and cookbook, Chef Allen was a character from the Filmation MOTU cartoon series.

DAMON



Damon, a character from the 1982 3-issue DC Comics Masters of the Universe mini-series, is shown here with alternate demon head, spiked scepter, and Talismans of the Sea, Sky, and Cosmos.

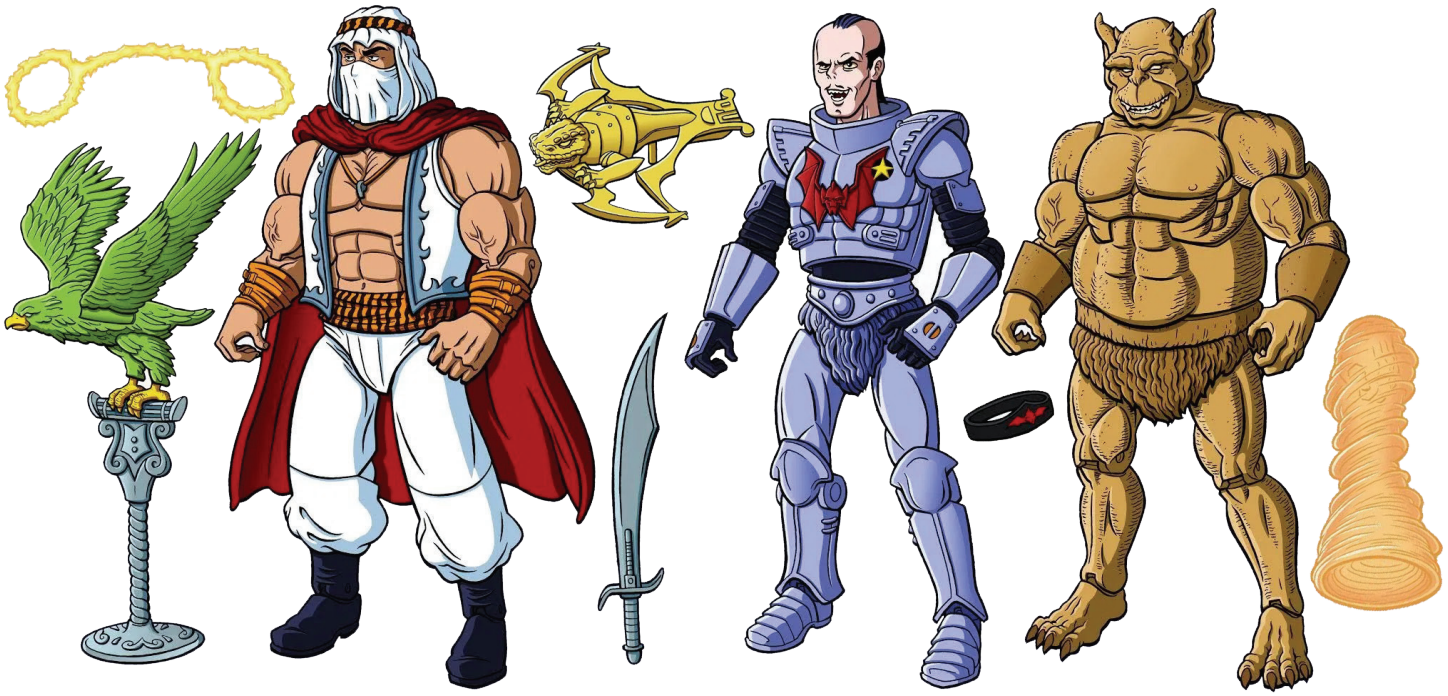
DRAGOON

With snap-in fire-blast effect, a canister of drained Trollan magic, and a Trollan magic pyramid, Dragoon was a character from the Filmation MOTU cartoon series.

ENCHANTRESS & DRUDE

The Enchantress and Drude, characters from the Filmation MOTU cartoon series, are shown here with a magical blast effect and crystal ball with stand.

CRIMSON FURY, COUNT SNEER, & GRITSTONE (3-PACK)



With accessories that included energy shackles, Talon, bird stand, Horde Crossbow, scimitar, Horde armband, and a whirlwind blast effect, Crimson Fury, Count Sneer, and Gritstone were all characters from the UK Princess of Power Comic Magazines (1987).

DUKE TIBERON

A character from the Masters of the Universe newspaper strips, Duke Tiberon is shown with rapier, scepter, writing quill, Royal Tome of King Randor, and the comic strip version of the staff of King Hssss.

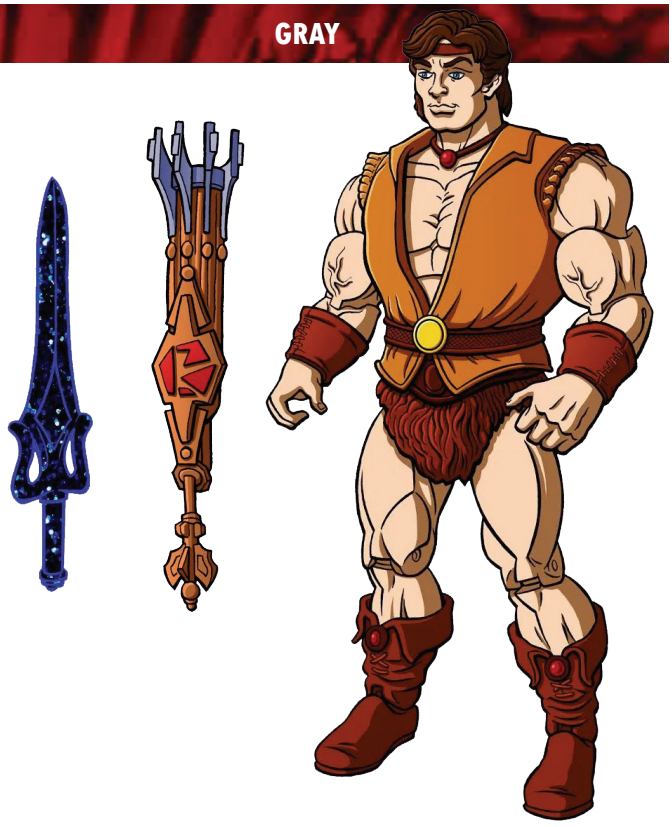
FALSE FACE

With Horde crossbow, Horde armband, He-Man head, Skeletor head, Prince Highcliff head, King Randor head, and Imp (as a candle), False Face was a character from the Filmation POP cartoon.

GARN

A character from the Mattel Masters of the Universe mini-comic "Slave City," Garn is shown here with mace and shield.

GRAY



With cosmic sword and the concept version of He-Ro's magic staff, Gray was the secret identity of He-Ro, as seen on the card art for the unreleased vintage Eldor figure.

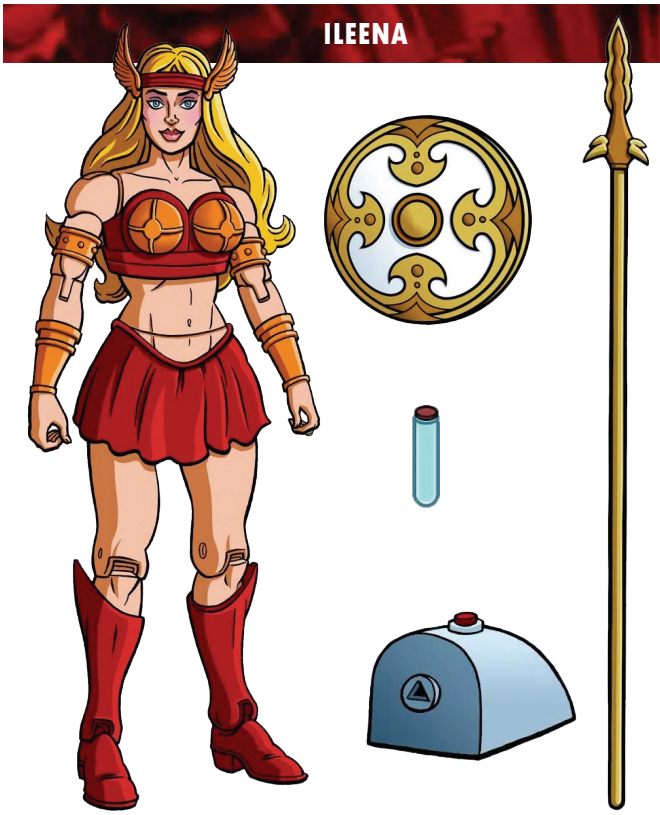
HOWLER

A character from the Masters of the Universe Golden Super Adventure Book "Secret of the Dragon's Egg," Howler is shown with the iron paw war club, dragon egg, dragon hatchling, spy bat with stand, and dragon box.

HUNGA

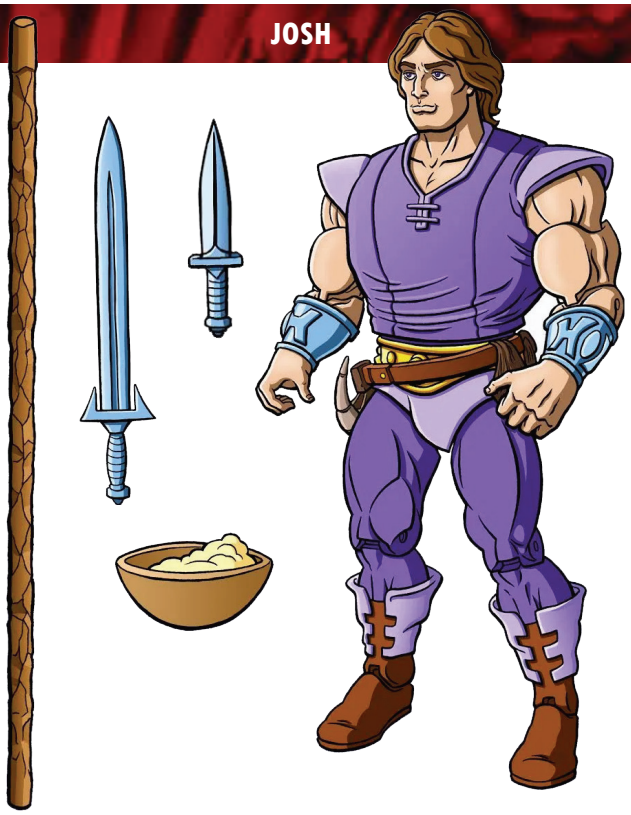
With Force Captain Laser Cannon, alternate "Harpy" head (for army-building), and a magic scepter, Hunga was a character from the Filmation POP cartoon.

ILEENA



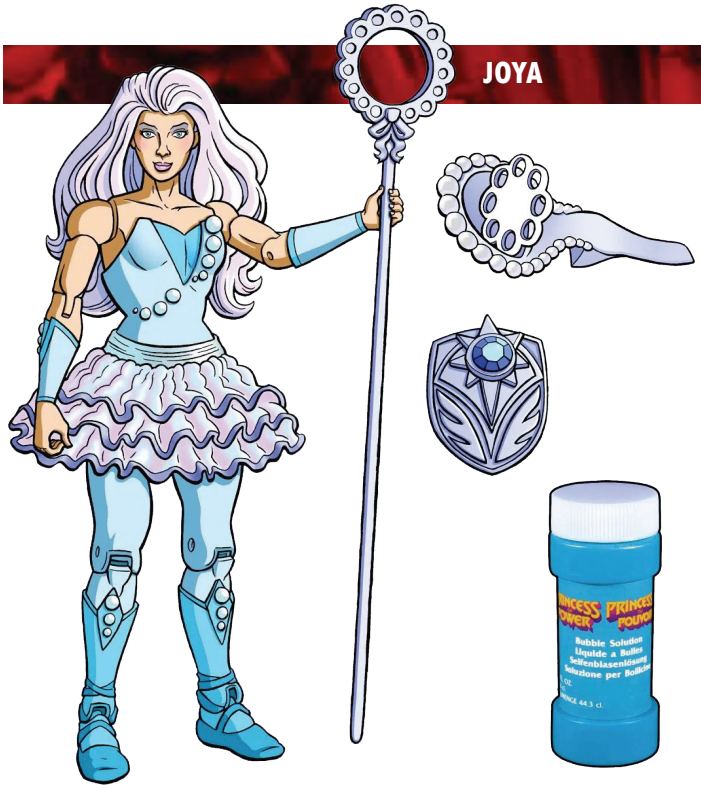
With Teela's concept shield, transmutator, Jarvan's potion, and Teela's concept spear, Ileena was a character from the Filmation MOTU cartoon.

JOSH



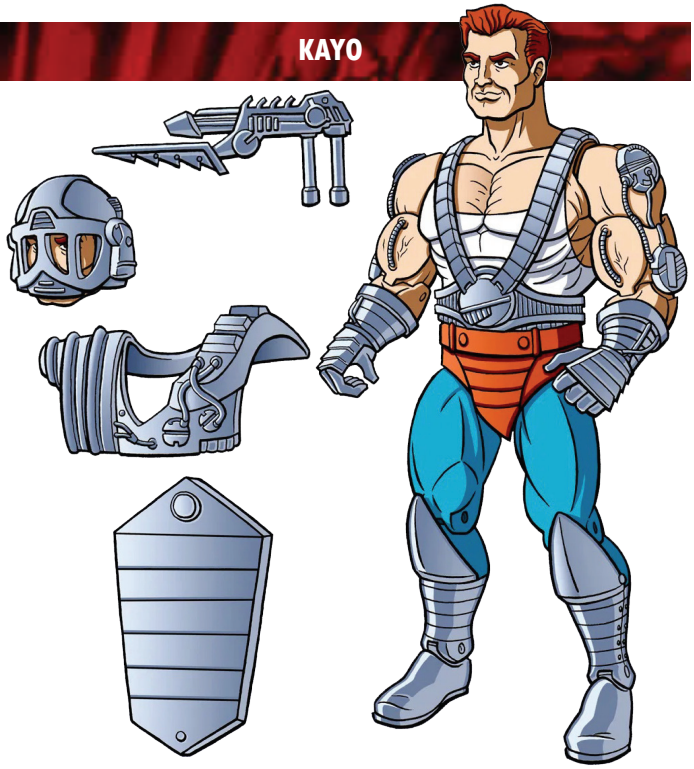
A character from the POP mini-comic "Across the Crystal Light Barrier," Josh is pictured with quarterstaff, sword, dagger, and bowl of potato salad.

JOYA



Shown with staff, bubble blaster, shield, and bubble solution, Joya was an unproduced figure from the vintage POP toyline.

KAYO



A character from the 1990 "He-Man" toyline, Kayo is pictured here with an energy bazooka, alternate helmeted head, shoulder space armor, and shield.

KEX QUEEN

With alternate masked head, whip, royal staff, and royal eggs with stone nest, the Kex Queen was a character from the MOTU mini-comic "He-Man and the Insect People."

KING MIRO

With Marzo's staff, "Old Man" Marzo figure, and Royal Sword of King Miro, this version of King Miro is based on his appearance in the MYP MOTU cartoon.

ICE ARMOR HE-MAN & FIRE ARMOR SKELETOR

With ice spear, ice battle axe, sling shield with ice blade, Fire Havoc Staff, twin fire blades, and alternate 200x Skeletor head, these figures are based on releases in the 200x Mattel MOTU toyline.

KING TAMUSK

A character from the Filmation MOTU cartoon, King Tamusk is pictured here with a magic war club accessory.

KOL DARR

With battle axe, sword, ancient shield, freeze field, and positroid, Kol Darr was a character from the Filmation MOTU cartoon.

KOTHOS

With scimitar, magic jewel, and Evil-Lyn's helmet, Kothos was a character from the Filmation MOTU cartoon.

LIZORR

With laser gun, climate control pack, and alternate helmeted head, Lizorr was a character from the 1990 "He-Man" toyline.

MALLEK

With green Lokus, magic blast, and magic carpet with stand, Mallek was a character from the Filmation MOTU cartoon.

MASTER SEBRIAN

Master Sebrian, with staff and Gleep, was a character from the 1990 New Adventures of He-Man cartoon series.

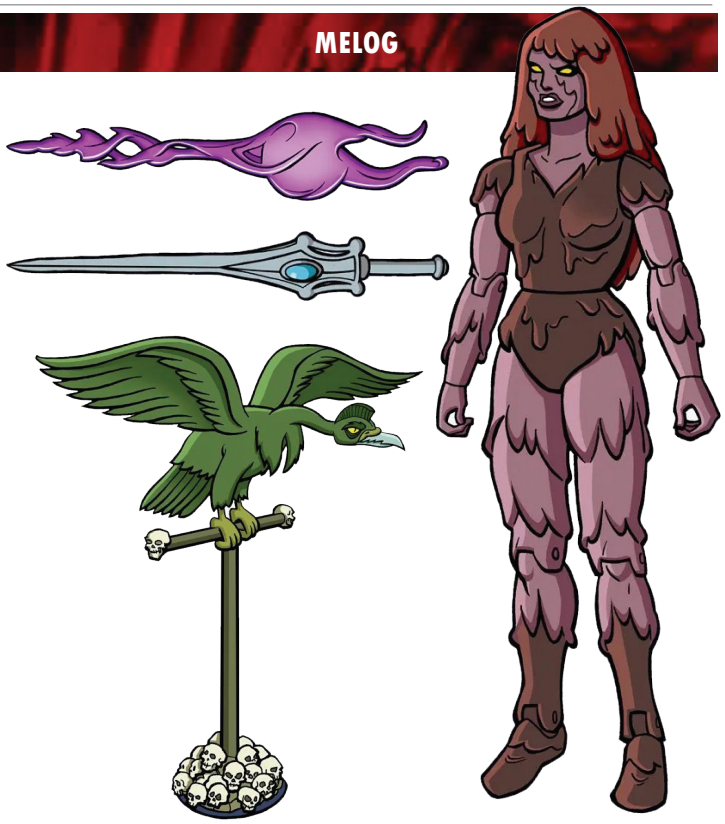
MASKS OF POWER DEMONS

With two Orcs, Sword of the Ancients, and quartz stone, the Masks of Power Demons were characters from the MOTU mini-comic "Masks of Power."

MELAKTHA

With ancient book of spells, Reptile Men laser gun, wolf statue, and Ancient Mirror of Avathar, Melaktha was a character from the Filmation MOTU cartoon.

MELOG



Melog, a character from the Filmation POP cartoon, is shown here with a purple magic blast effect, Filmation Sword of Protection, Styrax, and skull bird stand.

MENDOR

A character from the DC Masters of the Universe comics, Mendor is shown with alternate "healing" hands, the Eye of Chronos, the Eye of Chaos, and the Sword of Horokoth.

MINOX

With lightning bolt horn attachments, battle axe, and electric arm wraps, Minox was a character from the Italian Mattel Magic Boy Magazine.

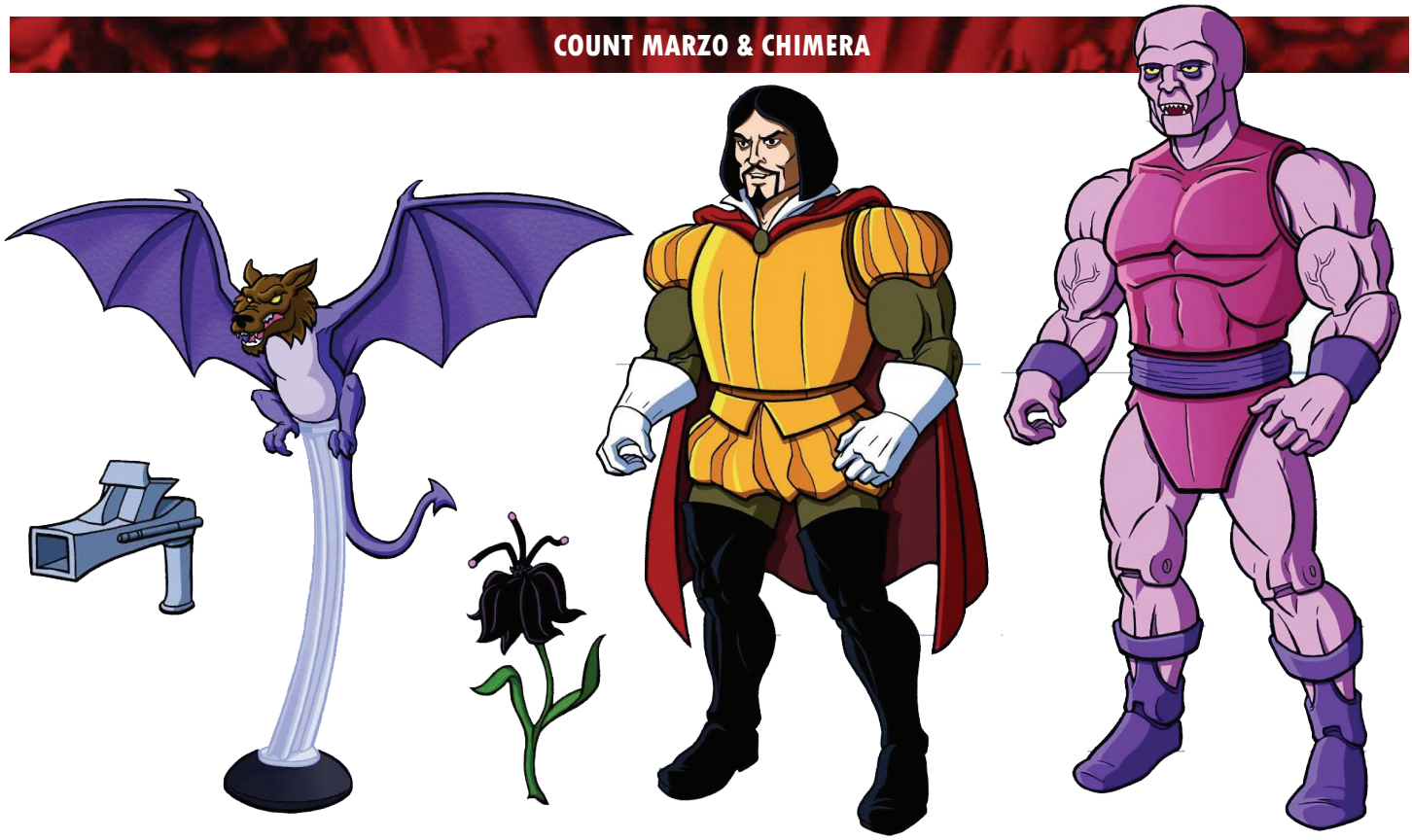
MISTRESS

With the Medallion of Serpos, Snake Men Axe, Snake Dagger, and alternate Snake Men heads, the Mistress was a character from the Mattel mini-comic "King of the Snake Men."

MONTEEG & BLACKBEARD

Monteeg and Blackbeard, characters from the Filmation MOTU cartoon, are shown with drinking glass, cutlass sword, and space pirate shield.

COUNT MARZO & CHIMERA



Count Marzo and Chimera, characters from the Filmation MOTU cartoon, are pictured with the Memory Gun, Wolfbat (with stand), and the Eternia Flower (Black Orchid).

NEGATOR

Pictured with two energy blasts, the Sun Stone and stand, and two Nerbs, Negator was a character from the Filmation MOTU cartoon.

PRINCE DAKON

A character from the Masters of the Universe mini-comic "The Secret Liquid of Life," Prince Dakon is pictured with sword and shield.

QUEEN ANDREENO

Shown here with Ambrosia, a Viridas Honeyberry, and removable helmet, Queen Andreeno was a character from the MYP MOTU cartoon series.

QUEEN ZAL & BRUAR

Characters from the Masters of the Universe Brazil Editora Abril, Queen Zal and Bruar are shown with crystal broadsword, crystal club, and crystal short sword.

FACET

A character from the Filmation POP cartoon, Facet was proposed as a pack-in figure with Granita.

SCROLLOS

A character from the Masters of the Universe UK comics, Scrollos is pictured with a portable view screen, robot sentry controller, and the Sword of Scrollos.

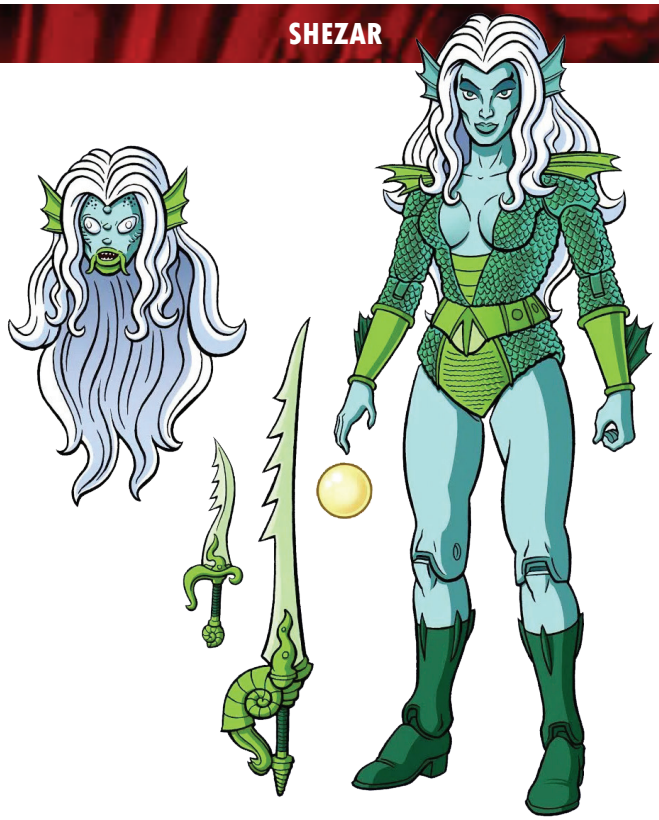
RAVEN

With snap-on tekko kagi, Raven (transformed) with skull stand, and an Energy Beast, Raven was a character from the Filmation MOTU cartoon.

SHARELLA

Sharella, a figure based on an unnamed character appearing on the box art for the vintage Megator figure, is shown here with quiver, arrows, sword, and bow.

SHEZAR

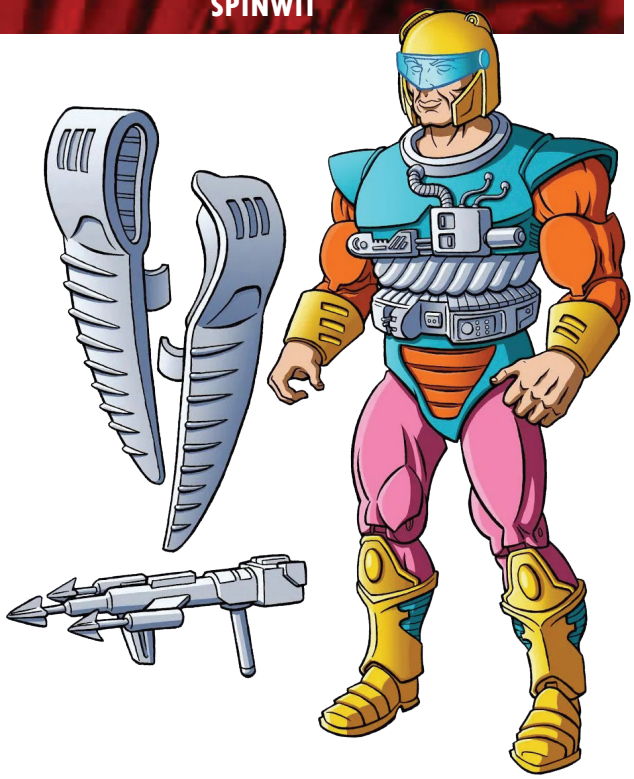


With “primitive form” head, dagger, sword, and polarizer, Shezar was a character from the Masters of the Universe Brazil Editora Abril.

OLLO & ZILORA

Characters from the Filmation MOTU cartoon, Ollo and Zilora are shown with a Snake Clan pole axe, Snake Clan Dagger, and Ape Clan War Club.

SPINWIT



With jet wings and harpoon gun, Spinwit was a character from the 1990 “He-Man” toyline.

SULTRA

With wand, dagger, robot raven (with stand), rocket broom, and glow-in-the-dark lantern, Sultra is a figure based on an unreleased concept character in the vintage MOTU toyline.

DINOSORB

Dinosorb was a character from the vintage MOTU toyline.

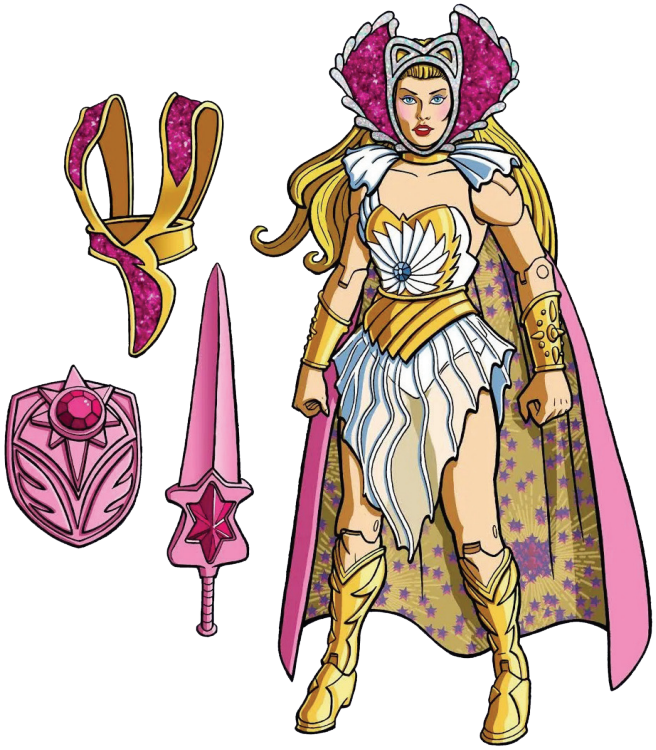
GRR

Grr, a character from the 1990 New Adventures of He-Man cartoon, was proposed as a pack-in figure with Crita.

TUG-O-WAR

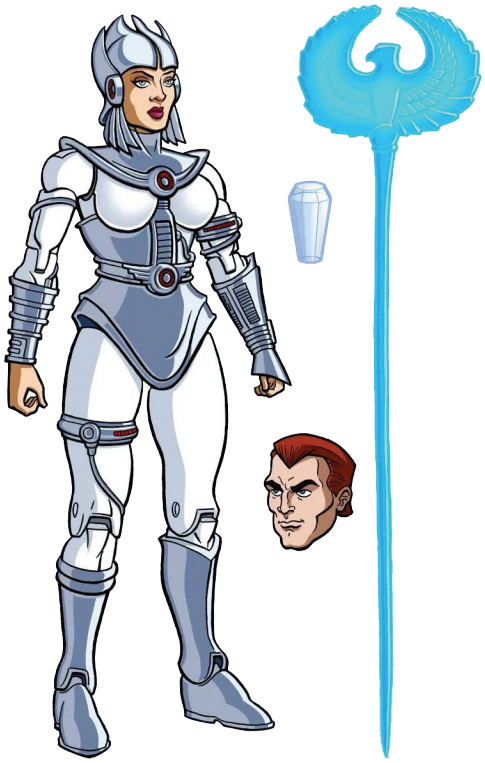
With war club, rope, and alternate "war paint" head, Tug O War was a character from the MOTU mini-comic "Skeletor's Dragon."

STARBURST SHE-RA



With Starburst armor, mask, shield, sword, and cape, Starburst She-Ra was a figure in the vintage Mattel POP toyline.

SORCERESS



With Trifusium Crystal, alternate Hydron head, and staff, this version of the Sorceress was from the He-Man mini-comic "The New Adventure."

TWIGGETS

Key characters from the Filmation POP cartoon, the Twiggets Sprocker, Sprag, and Spritina are pictured with an oogleberry basket, Spritina's bowl of Spoo, Sprocker's sled, and Sprag's crossbow.

BATTLE FOR CASTLE GRAYSKULL WEAPONS PAK

Contents: Snake Armor He-Man's shield • Red Catra Sword • Blue Magic Blast • Kobra Khan Snake Staff • Three Tomes • Blue Webstor Gun • Black Horde Belt • Skeletor Shield • Netossa's Mask • Starla, Tallstar, and Jewelstar Shields • Thunder Punch He-Man Armor • Tytus' Axe • Faker Shield, Armor, Axe and Sword in Magenta • Buzz-Off's Lance • Teela's Shield • Odiphus with Club

GLOSSARY

OF SELECTED ARTIFACTS, CHARACTERS, CREATURES, PLACES, VEHICLES, AND WEAPONS

A

Academy of Magic | *The Academy of Magic, located on Trolla and overseen by Orko's Uncle Montork, was first mentioned in "Trouble in Trolla," the 77th episode of the Filmation MOTU cartoon series (1983).*

Adi (Gar Lord) | *Adi (actually King Hssss in disguise), a Gar Lord, was introduced in the 13th issue of the DC Comics He-Man and the Masters of the Universe series (2014).*

Admiral Scurvy | *Admiral Scurvy, overseer of Horde ocean operations on Etheria, was introduced in "Anchors Aloft, Part One," the 59th episode of the Filmation POP cartoon (1985).*

Adzar | *Adzar, a purple-skinned giant that came into conflict with Buzz-Off, made his debut in "Buzz-Off's Pride," the 20th episode of the MYP MOTU cartoon series (2002).*

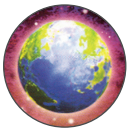
African Serengeti | *The reference to the African Serengeti in the MOTUC bio for the Cosmic Key was a callback to classic artwork created by Earl Norem for the 15th issue of the MOTU Magazine in 1988. This artwork depicted He-Man in a grassy field riding a lion while battling Skeletor, who was on the back of an elephant. The bio goes on to reference He-Man allying a brave tribesman; this was a reference to artwork on the index page of that same magazine issue, depicting He-Man beside an African tribesman.*

Age of Sorrow | *The Age of Sorrow, a 2,000 year period in Eternia's past that occurred 4,000 years before the births of Adam and Adora, was first mentioned in MOTUC canon.*

Ageisha | *Ageisha, the wife of Slamurai until she was turned to stone by Ninjor, was a character first introduced in MOTUC canon.*

Air Bag | *Air Bag, a member of King He-Man's new Masters of the Universe, made his debut in "The Fall of Eternia Part One: Homecoming," the sixth issue of the MOTUC mini-comics (2015).*

Alcon | *Alcon, one of the four great scientists of planet Primus, was introduced in "A New Beginning," the first episode of The New Adventures of He-Man cartoon series (1990).*



Ality | *Ality, a small, Earth-like planet of the Eternian Dimension that was controlled by the Horde Empire, first appeared in MOTUC canon.*

Amazonia | *Amazonia, a distant planet and home to Auburnia the sorceress, first appeared in the UK MOTU comic magazines (1986).*

Ambrosia | *Ambrosia, a miracle food produced by the Andreenids in Andreenos, was introduced in "Sky War," the fifth episode of the MYP MOTU cartoon series (2002). While the substance could temporarily increase the strength of whomever consumed it, it was toxic to all species except the Andreenids.*

Amulet of Anguish | *The Amulet of Anguish, a magical relic acquired by Sultra, which drove her to fixate on bizarre formulas that might unlock gateways to the Demon Realms, was introduced alongside Sultra in MOTUC canon.*

Amulets of the Ancients | *The Amulets of the Ancients were first mentioned in MOTUC canon.*

Amyra Talok.....**see:** *The Crimson Countess*

Anacondus | *Anacondus was a character first mentioned in MOTUC canon and was based on an illustration by Axel Giménez inspired by early concept art for Rattlor created by Roger Sweet at Mattel.*

Ancient Mirror of Avathar | *The Ancient Mirror of Avathar, a beautiful and ornate looking glass that contained all the knowledge of the Avathar Empire, first appeared in "The Ancient Mirror of Avathar," the 127th episode of the Filmation MOTU cartoon series (1983).*

Ancient Observatory | *The Ancient Observatory, located under Castle Grayskull's main dome, was adjacent to the Main Library and contained the Spherical Astrolabe and the Energy Anvil.*

Ancient Weapons of Eternia | *"The Ancient Weapons of Eternia," a book that Prince Adam had been tasked to study by Man-At-Arms, first appeared in the Golden Giants Picture book "Heroic Warriors," published in 1984.*

Ancients, The | *The Ancients, or Ancient Ones, was a term used to describe the ancient Eternians who placed their secrets within Castle Grayskull. The earliest mentions of the Ancients came in the Filmation MOTU cartoon series, the MOTU Golden Books, and the MOTU mini-comics, all dating back to 1983. It is unclear if the Ancients / the Ancient Ones was another name for the Council of Elders mentioned in most MOTU canons.*

Andra.....**see:** *Lieutenant Andra*

Andras | *Andras, Man-At-Arms' successor in an alternate future timeline, first appeared in the Marvel Star Comics Masters of the Universe series issue #12, "Lifetime, Part One: Here Lies He-Man" (1988).*

Andreenids | *First introduced in "The Good Shall Survive," the 103rd episode of the Filmation MOTU cartoon series (1983), the Bee People (Buzz-Off's race) were not called Andreenids until the 2002 MYP MOTU cartoon series.*

Andreenos | *Andreenos, honeycombed city and home of Buzz-Off and his race of Bee People, first appeared in the 2002 MYP MOTU cartoon series.*

Angast | *Angast, a powerful sorcerer and king of the Realm of Evil who ruled over the descendants of the Council of Evil, first appeared in "Bargain With Evil," the 125th episode of the Filmation MOTU cartoon series (1983).*

Animation Wand | *The Animation Wand was a highly specialized spell-casting artifact that first appeared in the MOTU role-playing game in 1985. It was used to cast the Animate Spell, which had the power to bestow life upon lifeless objects.*

Antar | *Antar, the Fifth Star, was a star and planet that appeared in the Brazilian Editora Abril MOTU comics (1987). The home world of Shezar, it was destroyed during a great war.*

Anti Beastman | *Anti Beastman, a brilliant and heroic scientist and ally of Anti Keldor on Anti-Eternia, was first mentioned in MOTUC canon.*

Anti-Eternia | *Anti-Eternia, located within the Universe of Darkness, was the evil counterpart to Eternia. This planet, along with such denizens as Anti-Eternia He-Man, Anti Man-At-Arms, and Anti Orko, was introduced in "Anti-Eternia," the 11th episode of the German Masters of the Universe audio plays (1984).*

Anti-Eternia Keldor | *Anti-Eternia Keldor, heroic rebel leader on Anti-Eternia, first appeared in MOTUC canon. He later appeared as a main character in DC Comics' He-Man and the Masters of the Multiverse mini-series, published in 2020.*

Anti General Miro | *Anti General Miro, father of the Keldor and Randor of Anti-Eternia, was first mentioned in MOTUC canon.*

Anti Captain Trap Jaw | *The heroic Anti Captain Trap Jaw, the Trap Jaw of Anti-Eternia, was first mentioned in MOTUC canon.*

Anti Hordak | *Anti Hordak, the wise and heroic leader of the exiled Horde of Good on Anti-Eternia, was first mentioned in MOTUC canon.*

Anti Keldor.....**see:** *Anti-Eternia Keldor*

Anti King Randor | *Anti King Randor, half brother of Anti-Eternia Keldor, and killer of the General Miro and Queen Saryn of Anti-Eternia, was first mentioned in MOTUC canon.*

Anti Man-At-Arms | *Anti Man-At-Arms, described as a mindless brute and the father of Anti Teela, first appeared in the 1980s German audio play, "Anti-Eternia." He later appeared in DC Comics' He-Man and the Masters of the Multiverse mini-series, published in 2020.*

Anti-Masters of Eternia | *The merciless and evil Anti-Masters of Eternia were first mentioned in MOTUC canon.*

Anti Orko | *Anti Orko, the evil Orko of Anti-Eternia, was first mentioned in the German MOTU audio plays (1984). He later appeared in DC Comics' He-Man and the Masters of the Multiverse mini-series, published in 2020.*

Anti Queen Saryn | *Anti Queen Saryn, wife of General Miro of Anti-Eternia, was first mentioned in MOTUC canon. Both she and her husband were murdered by their son, the evil Anti King Randor of Anti-Eternia.*

Anti Teela | *Anti Teela, cannibalistic member of the Anti-Masters of Eternia and daughter of the mindless Anti Man-At-Arms, first appeared in DC Comics' He-Man and the Masters of the Multiverse mini-series, published in 2020.*

Anwat Gar | *Anwat Gar, a deserted island in the Ocean of Gnarl on Eternia and home to the Legacy Stones (ancient artifacts of great power protected by Sy-Klone), was first introduced in "The Mystery of Anwat Gar," the 15th episode of the 2002 MYP MOTU cartoon series.*

Ape Clan | *The Ape Clan, a group of barbaric warriors who coexisted peacefully with the Snake Clan in Eternia's ancient past, was first introduced in "The Time Corridor," the 8th episode of the Filmation MOTU cartoon series (1983).*

Aquarus | *Aquarus, an undersea farmer who lived near the boundaries of Merlantis and dared to challenge Mer-Man's sovereignty, first appeared in the MVCreations MOTU Comic "Icons of Evil" (issue 2 of 4) in 2003.*

Aquatica | *Aquatica, a city located under the surface of the Harmony Sea on Eternia, was introduced in "City Beneath the Sea," the 51st episode of the Filmation MOTU cartoon series (1983).*

Arachna / Arachna Spider-Warriors | *The Arachna, Webstor's species of spider-like warriors, were first given a name in "Web of Evil," the 36th episode of the 2002 MYP MOTU cartoon series.*

Arachnia / Arachnia City | *Arachnia City, first introduced in MOTUC canon, was a web-shaped underground settlement that had been located on a large island off the northern coast of Preternia in ancient times before sinking into Subternia following Hordak's casting of the Spell of Separation.*

Aremesh | *Aremesh, an evil Electroid (a robot made of pure energy) who traveled from Orko's dimension of Trolla in search of the Dimension Sphere that was kept hidden in Castle Grayskull, first appeared in "Return of Evil," the 48th episode of the Filmation MOTU cartoon (1983).*

Artilla | *Artilla (a.k.a. Weaponstronic), a member of the Galactic Guardians, was a character from the animated series The New Adventures of He-Man (1990) and a subsequent action figure from the Mattel He-Man toyline.*

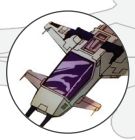
Arundial | *Arundial, home to the a peaceful underground race known as the Mole People, first appeared in the 1986 MOTU Super Adventure-Terraquake Game.*

Asklepia | *Asklepia, a benevolent snake goddess worshipped by the Snake Clan in Eternia's ancient past, was first mentioned in MOTUC canon. She is the sister of the evil Snake Goddess from the Italian Magic Boy Comics. Her name is an homage to Asclepius, the Greek god of medicine who carries an iconic snake staff.*

Astraia | *Astraia, home planet of the Star Sisters, was first mentioned in MOTUC canon.*

Astrelle the Starseeker | *Astrelle, a member of the Overlords of Trolla, was first mentioned in MOTUC canon.*

Astro Lion | *Astro Lion, a heroic Meteorb that could transform from a flying comet into a lion, was introduced in the original MOTU toyline (1982).*



Astrosub | *Astrosubs were the main star fighters of the Galactic Guardians, capable of space flight as well as aquatic transport. The vehicles were first introduced in the UK World MOTU Annuals (1984) and were produced as a toy in the 1990 He-Man toyline.*

Atmoss | *Atmoss, the son of Stratos and Delora, was a character first mentioned in MOTUC canon.*

Attak Trak | *The Attak Trak was a vehicle produced in Mattel's original Masters of the Universe toyline. A rugged land vehicle built by Man-At-Arms, it made its media debut in the Mattel MOTU mini-comics (1982).*

Auburnia | *Auburnia, a sorceress from the planet Amazonia who was also an old friend of Orko's, first appeared in the UK MOTU comic magazines (1986). She gave Orko two magic lamps, each containing a powerful genie, and later advised Orko when one of the genies caused too much trouble.*

Aura of the Gods | *The Gods of the Multiverse, having convened before time, assembled together in the Hall of Power to create all things. After creation was complete, it was Standor's magic that cast the Aura of the Gods across the universe as a wave of power, giving rise to all forms of life and intelligence. This concept was first introduced in MOTUC canon.*

Avion | *First introduced in the DC Comics Masters of the Universe 3-part miniseries (1982), Avion was home to Eternia's Bird People, located high in the peaks of the Mystic Mountains.*

Avionians | *Avionians (sometimes called Bird People), Stratos' race of winged people on Eternia, were first introduced in the DC Comics Masters of the Universe 3-part miniseries (1982). They were led by Stratos and lived in Avion, high atop the peaks of the Mystic Mountains.*

Aviopolis | *Aviopolis, a golden, airborne city flying above the supercontinent of Preternia that occupied the airspace over the Ocean of Fire and near the edge of the Dragon Territory of Darksmoke, first appeared in MOTUC canon.*

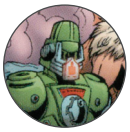
Azrog | *Azrog, a Trollan villain, was first introduced in "The Return of Orko's Uncle," the 23rd episode of the Filmation MOTU cartoon series (1983).*

B

Baddrah | *Baddrah, an Eternian bounty hunter who was later magically fused together with his rival Tuvar by Skeletor into Two Bad, was introduced in "The Monster Within," the 16th episode of the 2002 MYP MOTU cartoon series.*

Bakkull | *Bakkull, a giant monster that could only be summoned from the depths of the Crystal Sea once every 20 years, first appeared in "Teela's Quest," the sixth episode of the Filmation MOTU cartoon series (1983).*

Balzantine 5 | *The Balzantine 5 (sometimes spelled "Blatazeen") was a large spacecraft full of deadly meenos gas on a collision course with Primus in an episode of The New Adventures of He-Man (1990).*



Bandwidth | *Bandwidth, a member of King Grayskull's Masters of the Universe on Preternia, made his debut in "The Powers of Grayskull Part Two: The First Ultimate Battleground!", the second issue of the MOTUC mini-comics (2012).*

Baron Grod | *Baron Grod, a nobleman and hunter who desired to hunt the last unicorn on Eternia, first appeared in "The Huntsman," the 63rd episode of the Filmation MOTU cartoon series (1983).*

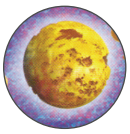
Bash-Or | *Bash-Or, an ancient god beast who was slain long ago and whose spirit inhabited the Ram Stone of Zalesia, giving the artifact its tremendous power, was first mentioned in MOTUC canon. The concept was derived to explain the ram-like spirit that emerged from the Ram Stone when it appeared in the 2002 MYP MOTU cartoon.*

Bashido | *Bashido, Slamurai's home world, was first mentioned in MOTUC canon.*

Bat Snakes | *Bat Snakes, a species of reptile of whom Ssssylph was a member, were first introduced in MOTUC canon, but their design was based on an unused Filmation creature that appeared on storyboards for "The House of Shokoti, Part Two," the 41st episode of the Filmation MOTU cartoon (1983).*

Battle Bird | *Battle Bird, Dare's heroic steed, first appeared in the series bible for the unproduced Filmation "He-Ro, Son Of He-Man" cartoon, but did not make an official appearance until "The Fall of Eternia Part Three: The Third Ultimate Battleground!", the eighth issue of the MOTUC mini-comics (2015), although his alter-ego, Craven, appeared in an earlier issue.*

Battle Bones | *Battle Bones, the reanimated skeleton of a dinosaur-like creature brought back to life by Skeletor's magic, first appeared in the Mattel MOTU mini-comics (1983). Freed by the Sorceress, the creature later vowed to aid the Heroic Warriors.*



Battle Planet | *Battle Planet, a world located in the Eternian Dimension outside of space controlled by the Horde Empire, first appeared in MOTUC canon. The planet had two small moons and was rocky and ravaged by many craters.*

Battlebeard | *Battlebeard was a concept character designed for Mattel's He-Man toyline in 1990. Aspects of the character's design were eventually carried over to Tuskador. The character did not become a part of official MOTU canon until he was mentioned in the official MOTUC bio for Galactic Protector Snout Spout in 2019.*

Beast Island | *Beast Island, an inescapable Horde prison located on Etheria, first appeared in "Beast Island," the 2nd episode of the Filmation POP cartoon series (1985). This episode was also one of the five episodes that comprised the animated feature The Secret of the Sword.*

Beast Lord | *Beast Lord, a member of King Grayskull's Masters of the Universe on Preternia, made his debut in "The Powers of Grayskull Part Two: The First Ultimate Battleground!," the second issue of the MOTUC mini-comics (2012).*

Beast Men | *Eternia's savage race of ape-like warriors known as Beast Men were introduced alongside Beast Man himself in the vintage Mattel MOTU mini-comics.*

Beautifly Council | *The Beautifly Council, a magical group of Etherians like Flutterina who were gifted with fairy wings that enabled them to fly, was first introduced in MOTUC canon.*

Belatrab | *Belatrab, a large blue planet located within the space controlled by the Horde Empire, first appeared in MOTUC canon. Possibly a gas giant, Belatrab had five moons and a large red spot on its surface.*

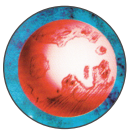
Belzar | *Belzar, a green-skinned giant that came into conflict with Buzz-Off, made his debut in "Buzz-Off's Pride," the 20th episode of the MYP MOTU cartoon series (2002).*

Berserk Island ..... see: *Berserker Islands*

Berserker Castle | *Berserker Castle, a small, four-towered fortress located within the territory of the Free People on Preternia and situated close to Horde Territory, first appeared in MOTUC canon.*

Berserker Islands | *The Berserker Islands, located in the Harmony Sea on Eternia, were first mentioned in the German Masters of the Universe audio plays (1984). Renamed the "Berserk Islands" in the 2002 MVCreations MOTU comics, Beast Man made his home there after being outcast by his people.*

Besquita | *Hailing from the planet Equinos, Besquita was Sagitar's girlfriend and a lieutenant under General Niquor. She first appeared in "The Running of the Herd," the 52nd episode of the New Adventures of He-Man animated series (1990).*



Bestous | *Bestous, a large red planet located deep within the Horde Empire and close to Horde World, first appeared in MOTUC canon. It had one small moon and an industrialized surface similar to Horde World.*

Bildo the Architect | *Bildo, a member of the Overlords of Trolla, was first mentioned in MOTUC canon.*

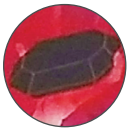
Bionatops | *Introduced in the Mattel MOTU mini-comics (1982), Bionatops was a cyborg triceratops conjured by the Sorceress to carry He-Man into battle after he had time-traveled to the Preternian era.*

Bird People / Birdpeople.....**see:** *Avionians*

Birindale | *Birindale (more specifically, the Temple of Birindale) held the Eldritch Book of Spells 1,000 years in Etheria's past. The book was presumed destroyed in the great fire of Birindale until Shadow Weaver managed to get her hands on it in "The Eldritch Mist," the 27th episode of the Filmation POP cartoon (1985).*

B'Karr..... **see:** *Beast Lord*

Blackbeard | *Blackbeard, a pirate warrior from ancient Earth who had been captured and made to serve the villainous Monteeg, first appeared in "Castle of Heroes," the 57th episode of the Filmation MOTU cartoon series (1983).*



Black Ruby | *The Black Ruby was a dark magical gem that had the ability to empower its magical users. In "Flowers for Hordak," the 63rd episode of the Filmation POP cartoon (1985), Shadow Weaver used it to plunge the Whispering Woods into darkness.*

Blaster Hawk | *The Blaster Hawk was a vehicle produced in Mattel's original Masters of the Universe toyline. A combat vehicle utilized by the Heroic Warriors, it made its media debut in the 1983 MOTU mini-comics.*

Blood Falls | *Introduced in the Ladybird MOTU books (1983), the Blood Falls was a waterfall in a blood-red river that cascaded under the footbridge which connected one peak of Snake Mountain with the other.*

Blood River | *The Blood River, a body of water reaching from Snake Mountain to the Death Channel and Harmony Sea in the Dark Hemisphere of Eternia, was first mentioned in MOTUC canon.*

Blubbor | *Blubbor was an unused concept character created by Four Horsemen Studios during their design work for Mattel's 2002 relaunch of MOTU. The character did not become a part of official canon until he was mentioned in the bio for Crucia, the Dagger of Agony in 2019.*

Boa Jet | *Boa Jets, space and air attack crafts used by the Evil Horde, were first introduced in MOTUC canon.*

Book of Saz | *The Book of Saz was first mentioned in MOTUC canon.*

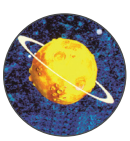
Book of Transformation | *The Book of Transformation was an early, alternate title for the Book of Living Spells. It was mentioned in the 1987 style guide for the unreleased Powers of Grayskull toyline and again in the sales copy for the MOTUC Eldor figure.*

Books of Magic | *The Books of Magic were based on a generically named "Book of Magic" featured in "Daimar the Demon," an episode of the Filmation MOTUC cartoon series.*

Bouldron | *Bouldron was the name given in MOTUC continuity to a previously-unnamed member of the Rock People who appeared in the 1985 MOTU mini-comic "Escape from the Slime Pit!"*

Brainwave | *Brainwave, one of the Defenders of Trolla, was a finalist in Mattel's 1986 Create A Character contest. He made his official canon debut in "He-Man and Skeletor – Their Final Battle," the fifth issue of the MOTUC mini-comics series (2014).*

Brightmoon | *The Kingdom of Brightmoon (sometimes spelled "Bright Moon"), one of the most prominent principalities overthrown by the Evil Horde upon their invasion of Etheria, was first introduced in both the Golden MOTU books and the Ladybird MOTU books in 1983.*



Brightmoon | *Brightmoon (sometimes spelled "Bright Moon"), a populated and self-sustaining moon in Eternia's Light Hemisphere, first appeared in "The Shadow of Skeletor," the 80th episode of the Filmation MOTU animated series.*

Bruar | *A crystalline warrior from the planet Zal-Kron, Bruar, personal bodyguard to Queen Zal, first appeared in the Brazilian Editora Abril MOTU comics, where he was portrayed as a skilled combatant with a body made of pure crystal.*

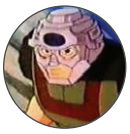
B'Steel | *B'Steel, brother to Red Shadow (Dumaskus) and one of the Beast Men, was first mentioned in MOTUC canon.*

Bubblor | *Bubblor, an executioner from ancient Eternia and a member of Lady Slither's Revenge Squad, was a runner-up in Mattel's 2012 Create A Character contest. He made his official canon debut in "He-Man and Skeletor – Their Final Battle," the fifth issue of the MOTUC mini-comics series (2014).*

Burbie | *Burbie, loyal pet to an Eternian boy named Chad, first appeared in "Double Edged Sword," the 42nd episode of the Filmation MOTU cartoon series (1983).*

Burnadette | *While the Witches of Fire were a faction first mentioned in the Filmation He-Man and the Masters of the Universe cartoon episode "The Dragon's Gift," their members, including Burnadette, were not given individual names until MOTUC canon.*

Bushtail | *Bushtails, squirrel-liked creatures that resided high in the trees, were first seen in "Prince Adam No More," the 29th episode of the Filmation MOTU cartoon (1983).*



Butthead | *Butthead, a member of Flogg's Evil Mutants, was a character from the animated series The New Adventures of He-Man (1990) and a subsequent action figure from the Mattel He-Man toyline.*

C

Caligars | *Caligars, a race of Subternian lizard-like humanoids, of whom Whiplash and Ceratus are members, were introduced in "Underworld," the 14th episode of the 2002 MYP MOTU cartoon.*

Caligar Fiefdom | *The Caligar Fiefdom, home of the reptilian Caligars in Subternia beneath the planet Eternia's surface, was first mentioned in MOTUC canon.*

Captain Falcon | *Captain Falcon (or simply "Falcon"), a legendary figure in Etheria's history and father of Sea Hawk, was introduced in "Anchors Aloft, Part 1," the 59th episode of the Filmation POP cartoon (1985).*

Captain Morrison | *Captain Morrison, operator of the Eternian Transporter Station, was a character created for the Power Tour, a live-action He-Man and She-Ra stage show that toured the US and Canada in 1987.*

Castle Brightmoon | *Castle Brightmoon (sometimes spelled "Bright Moon"), home of Angella and Glimmer in the kingdom of Brightmoon on Etheria, was first introduced in 1985 in both the Filmation POP cartoon and the Ladybird POP books.*

Castle Chill | *Castle Chill, Frosta's fortress located in the Kingdom of the Snows on Etheria, was first mentioned in "Duel at Devlin," the sixth episode of the Filmation POP animated series (1985), and later appeared in "Black Snow," the 58th episode.*

Castle Talok | *Castle Talok, former home of the noble Talok family, including Amyra Talok (the Crimson Countess) was first mentioned in MOTUC canon.*

Cat Folk.....see: *Cat People*

Cat God.....see: *Saz*

Cat Men | *The Cat Men (or Cat-Men Goblins), forest animals who were transformed by Catra into human-sized Cat Men with green fur, were introduced in the Mattel POP mini-comics (1985).*

Cat People | *The Cat People (or Cat Folk), humanoid felines like Kittrina that dwelled within the Vine Jungle on Eternia, were introduced in "The Cat and the Spider," the 66th episode of the Filmation MOTU cartoon (1983).*

Cat Warriors.....see: *Cat Men*

Caves of Tundaria.....see: *Tundaria*

Cavern of the Defiled Ones | *The Cavern of the Defiled Ones, which served as a gateway between Eternia and hell, was introduced in the German Interpart-Condor MOTU comics (1984).*

Caverns of Rakash | *The Caverns of Rakash, caves located within the Dragon Territory of Darksmoke in Eternia's ancient past, were first introduced in MOTUC canon. They can be seen on the MOTUC "Preternia Before the Spell of Separation" poster.*

Caz | *Caz, the younger brother of Drissi and shepherd of the flock of animals in the oasis on Primus, first appeared in the 1990 New Adventures of He-Man animated series.*

Celestial Library | *The Celestial Library, a trans-dimensional construct containing much of the archived knowledge of the Ancients, was first introduced in MOTUC canon.*

Celestial Witch | *The Celestial Witch is a character that originates from vintage story material for the Star Sisters, as conceived by artist Jon Siesa.*

Central Dimension-Cluster | *The Central Dimension-Cluster was first mentioned in MOTUC canon.*

Central Tower | *The Central Tower, one of the three towers constructed by the Elders of Eternia to balance the powers of good and evil, first appeared in the mini-comic "The Ultimate Battleground!", which was released with the vintage Eternia playset in 1986.*

Centurians | *Centurians, evil robotic soldiers who served as a part of Skeletor's army, first appeared in the 1987 live-action MOTU movie.*

Chadzar | *Chadzar, an orange-skinned giant that came into conflict with Buzz-Off, made his debut in "Buzz-Off's Pride," the 20th episode of the MYP MOTU cartoon series (2002).*

Chamber of Defense | *This hidden chamber within Castle Grayskull, from which Castle Grayskullman emerged, was first introduced in MOTUC canon. It can be seen on the MOTUC "Castle Grayskull" poster.*

Chef Allen | *Chef Allen, who cooked for the royal family at Eternos Palace, was introduced in "The Taking of Grayskull," the 30th episode of the Filmation MOTU cartoon series (1983).*

Chemical Wars | *The Chemical Wars were first mentioned in "The Galactic Guardians," the 31st episode of The New Adventures of He-Man cartoon (1990).*

Chimera | *Chimera, Count Marzo's loyal and imposing sidekick who could teleport anywhere he desired as well as summon Wolf Bats, first appeared in "The Once and Future Duke," the 58th episode of the Filmation MOTU cartoon series (1983).*

City of the Ancients | *The City of the Ancients, located deep within the jungles of Eternia and undiscovered for many years, first appeared in "Masks of Power," the 11th episode of the Filmation MOTU cartoon (1983)*

City of Tundaria.....see: *Tundaria*

Clan Kobra | *Clan Kobra, a group or family among the Snake Men that included Kobra Khan, was first introduced in MOTUC canon.*

Clawdeen | *Clawdeen, Catra's pink lion that served as her pet, steed, and ally, was first introduced in 1985 across multiple media with the introduction of the Princess of Power toyline.*

Cliff Climber | *The Cliff Climber was a motorized accessory released in the original MOTU toyline in 1987. The accessory fit most figures and allowed them to ascend up a string.*

Collector | *The Collector, an intergalactic criminal who collected the mightiest warriors from different planets, first appeared in "The Mightiest Warrior" and "A Deadly Duo," stories from the UK MOTU comic magazines.*

Collector, The | *The Collector, Skeletor's personal flying ship, named for its ability to "collect" enemies by turning them into stone and harvesting their life energy, first appeared in "Colossor Awakes," the 14th episode of the Filmation MOTU cartoon series (1983).*

Colmay | *Colmay, a mountain city on Eternia, first appeared in "Dree Elle's Return," the 53rd episode of the Filmation MOTU cartoon (1983). In MOTUC canon, it was the home village of Delora.*

Colonel Blast | *Colonel Blast, commander of a large Horde outpost in the remote region of Moonstone and a dangerous foe of the Great Rebellion, first appeared in "The Wizard," the 52nd episode of the Filmation POP cartoon series.*

Comet Cat | *Comet Cat, feline member of the Meteorbs who could transform into a comet and travel through space, first appeared in the Filmation POP cartoon (1985) and subsequently in the original MOTU toyline.*

Comet Warriors | *The Comet Warriors (a.k.a. Rock People), a peaceful race that could transform into rocks (or comets) were first introduced in the Mattel MOTU mini-comics (1983).*

Cometroid | *Cometroid, member of the heroic Meteorbs, first appeared in the US MOTU magazines (1985) and subsequently in the original MOTU toyline. Unlike the other Meteorbs, which transformed from comets to animals, Cometroid transformed into a robot.*

Commodo Long | *Commodo Long, an ambitious warlord who failed to conquer the world of Bashido and then conjured the demon Narakas Oni to give him supernatural powers, was first mentioned in MOTUC canon.*

Compactor | *Compactor, one of the Defenders of Trolla, was a finalist in Mattel's 1986 Create A Character contest. He made his official canon debut in "He-Man and Skeletor – Their Final Battle," the fifth issue of the MOTUC mini-comics series (2014).*

Conceals | *The Conceals (or Kon-Ceals), Loo-Kee's race of rainbow-colored creatures who lived on Beast Island in Etheria, were first featured prominently in "Loo-Kee's Sweety," the 71st episode of the Filmation POP cartoon, in 1985.*

Consul Ari | *Consul Ari, an elderly man from the Golden Isles who once carried a message of warning to King Randor, first appeared in the vintage MOTU mini-comic "The Double Edged Sword" (1983).*

Corderosa | *Corderosa, a rare stone from which the walls of Eternos Palace were made, was first mentioned in MOTUC canon. Its name was derived from "Cor-de-Rosa," the Portuguese word for "pink," since the palace is pinkish in the Filmation MOTU cartoon series and in several other media sources.*

Coridite / Coridite Crystal | *Mined by the Widgets, the pink, crystalline Coridite, the most powerful mineral on Eternia, was introduced in "Evil-Lyn's Plot," the 12th episode of the Filmation MOTU cartoon series (1983).*

Corporal Romeo | *Romeo, a loyal Corporal in the Horde army who was captured by Bright Moon Guards after being wounded and nursed back to health at Castle Bright Moon by Princess Glimmer, was introduced in "Romeo and Glimmer," the 79th episode of the Filmation POP cartoon (1985).*

Corridors of Lithos | *The Corridors of Lithos, a vast labyrinth of canyons located in the Light Hemisphere of Eternia, were first introduced in "Of Machines and Men," the 33rd episode of the 2002 MYP MOTU cartoon.*

Cosmic Enforcers | *When the Zodac action figure was released in the vintage Mattel MOTU toyline, his tagline read, "Cosmic Enforcer." In MOTUC continuity, the Cosmic Enforcers were defined as a group assembled by the Overlords of Trolla to maintain neutrality throughout the universe.*

Cosmic Warriors | *Cosmic Warriors, magical guardians recruited in each generation by the Overlords of Timeless Dimension to fight evil with the Sword of He, first appeared in MOTUC canon.*

Council of Elders | *The Elders (or Council of Elders) were first introduced in the 1983 Kid Stuff MOTU records, where they ruled in Eternia's past from the Hall of Wisdom. Also in 1983, the Golden MOTU Book "The Sunbird Legacy" revealed a plot by a warlord named Dyr, who came to Eternia to overthrow the Council of Elders, who combined their wisdom into the Crystal of Knowledge and hid it underneath Castle Grayskull.*

Council of Eternia | *The Council of Eternia (or Eternian Council), an alliance between the kingdoms of the Light Hemisphere on Eternia, was a concept first introduced in the 2002 MYP MOTU cartoon series. Members included King Randor, Chief Carnivus, Lord Dactus, Ceratus, and Hawke.*

Council of Evil | *The first Council of Evil, which originated in the Filmation MOTU cartoon series (1983), was an unseen force banished to the Realm of Evil sometime in Eternia's past. A second Council of Evil, which was introduced in the 2002 MYP MOTU cartoon and later became part of MOTUC canon, was an alliance of powerful villains formed in secret by Skeletor. Its members included Webstor, Count Marzo, and Evil Seed.*

Council of the Wise | *First introduced in the 1983 Filmation MOTU cartoon series, the Council of the Wise once oversaw much of the universe, passing judgment on those who committed evil. When it was disbanded, one of its members, Zodac, began serving the Overlords of the Eternal Dimension.*

Count Sneer | *Count Sneer, a Horde-serving aristocrat and thief who terrorized Etheria's Crimson Wastes, was introduced in the UK Princess of Power comic magazines (1986).*

Crackers the Clown | *Crackers the Clown, leader of a circus troupe that billed itself as the Greatest Show on Eternia, was introduced in "The Greatest Show on Eternia," the 100th episode of the Filmation MOTU cartoon (1983).*

Craven | *Craven, Dare's pet bird that he could transform into the heroic steed Battle Bird, first appeared in the series bible for the unproduced Filmation "He-Ro, Son Of He-Man" cartoon, but did not make an official appearance until "The Fall of Eternia Part One: Homecoming!", the sixth issue of the MOTUC mini-comics (2015).*

Crawler | *The Crawler (or Scorpion Crawler) Scorpia's personal tank which was shaped like a scorpion, was introduced in "Small Problems," the 25th episode of the Filmation POP cartoon (1985).*

Creeping Horak | *The Creeping Horak, an aggressively fast-growing Eternian fungus that was used as a form of execution in a darker period of Eternia's history, was introduced in "The Curse of the Spellstone," the seventh episode of the Filmation MOTU cartoon (1983).*

Crelus | *Crelus, which was long thought to be a dead planet but was actually the home of Yolt the Blacksmith, was first introduced in the New Adventures of He-Man animated series (1990).*

Crimson Carkarodon | *The name Crimson Carkarodon first appeared in MOTUC canon. It is based on the Droid Sharks that originally appeared in the German Ehapa MOTU Comics (1987).*

Crimson Council | *The Crimson Council, a group of three aged Trollans who governed the Trollan wizard hierarchy and oversaw the Trollan Academy of Magic, was introduced in "Trouble in Trolla," the 77th episode of the Filmation MOTU cartoon. (1983).*

Crimson Countess | *The Crimson Countess, an ancient Eternian vampire who plagued the heroic Vikor in Preternian times, was first introduced in MOTUC canon.*

Crimson Crystal | *The Crimson Crystal, created by Shadow Weaver when she corrupted one of the mystic stones stolen from Crystal Castle by Octavia and her army of purple octopus women, was used by Weaver to make a secret alliance with Evil-Lyn. It was first introduced in MOTUC canon.*

Crimson Fury | *The Crimson Fury, a mysterious desert rebel who protected Etheria's Crimson Wastes from the Evil Horde, first appeared in the UK Princess of Power comic magazines (1986).*

Crimson Waste | *When it was first introduced in the UK World POP Annuals in 1984, the Crimson Waste (or Crimson Wastes) was a large, desolate desert on Etheria ruined by the Evil Horde. In MOTUC continuity, it became the red desert kingdom of Scorpia.*

Crocobite | *Crocobite was a member of the Meteorbs, egg-shaped living comet creatures that could transform from animal (or robot) forms into flying comets. Crocobite, a fire-breathing crocodile and apparent leader of an evil faction of Meteorbs, was first introduced in the vintage Mattel MOTU toyline and made his first media appearance in the Marvel Star MOTU comics (1986).*

Crossroads of All Universes | *The Crossroads of All Universes, a mind-boggling, colorful interdimensional void, was first seen in "Quest for He-Man," the 19th episode of the Filmation MOTU cartoon series (1983).*

Crystal Castle | *The Crystal Castle, a mystic fortress high atop Skydancer Mountain on Etheria, was introduced across multiple media in 1985, including the Filmation POP cartoon series, the POP mini-comics, the Golden POP books, and the UK World POP Annuals.*

Crystal Cavern | *Crystal Cavern, a mystical cave on the planet Etheria, was first mentioned in the US POP magazines. The Star Sisters had to return to this cavern at every new moon in order to recharge their powers.*

Crystal Chamber | *The Crystal Chamber, a room within Castle Grayskull, first appeared in the 1983 Golden MOTU books, where it housed the Orb of All Wisdom (or the Crystal of Knowledge in some Golden books). In MOTUC continuity, it became a large cavern below Castle Grayskull that held the Great Orb (also known as the Orb of Power).*

Crystal Falls | *The Crystal Falls, home to Mermista on Etheria, first appeared in 1985 in both the Filmation POP cartoon series and the POP mini-comics.*

Crystal Light Barrier | *The Crystal Light Barrier, a dimensional gate on Etheria through which one could enter into Crystal World, was introduced in the Mattel POP mini-comic "Across the Crystal Light Barrier" (1985).*

Crystal Millennium | *The Crystal Millennium, which occurred sometime in Etheria's past, was first mentioned in MOTUC continuity.*

Crystal Moonbeam | *Crystal Moonbeam, a crystalline winged horse and brother to Crystal Sun Dancer, first appeared in "Across the Crystal Light Barrier," an issue of the Mattel POP mini-comics (1985).*

Crystal Mountain | *Crystal Mountain, a gleaming, sharp peak located in the frozen north of Eternia, first appeared in the Ladybird MOTU book story "The Curse of Crystal Mountain" (published in 1985).*

Crystal Sea | *The Crystal Sea, located in the north of Eternia and home to all manner of monsters including Shadow Beasts, first appeared in "Teela's Quest," the sixth episode of the Filmation MOTU cartoon series (1983).*

Crystal Sun Dancer | *Crystal Sun Dancer, a magical crystalline steed that lived on a sun and could travel across the universe at great speed, first appeared in "Assault on the Hive," the 91st episode of the Filmation POP cartoon series (1985), as well as "Across the Crystal Light Barrier," an issue of the Mattel POP mini-comics (1985).*

Crystal Temple | *The Crystal Temple, a mysterious citadel located near the Caligar Fiefdom in Subternia, first appeared in MOTUC canon.*

Crystal World | *Crystal World, a strange and wondrous land made up entirely of colored crystal and inhabited by winged, crystalline horses, was first introduced in the Mattel POP mini-comic "Across the Crystal Light Barrier" (1985).*

Crystoll | *Crystoll, one of Flogg's Evil Mutants who appeared to be made of living crystal, was first introduced in the Italian Magic Boy Magazines (1990). The character was actually an early Mattel design concept for Karatti.*

Custar | *Custar (or Rhino Man), a warrior with the torso of a man and the body of a rhino, was a concept character created for the vintage MOTU toyline. He did not become an official part of any MOTU canon until his appearance in the bio for the Sword of Gaz.*

D

Daimar the Demon | *Daimar the Demon, King of the Dark Dimension who was briefly befriended by Orko, first appeared in "Daimar the Demon," the 17th episode of the Filmation MOTU cartoon series (1983).*

Damon | *Damon, a powerful evil sorcerer who claims the planet of Eternia as his own, bringing him into conflict with both He-Man and Skeletor, first appeared in the DC MOTU comics (1982).*

Dark Depths | *The Dark Depths of the Mystic Mountains, where Stratos was held captive by Batros, was first mentioned in MOTUC canon.*

Dark Dimension | *The Dark Dimension, ruled by Daimar and his demon hordes, was introduced as an alternate dimension in close proximity to Eternia in "Daimar the Demon," the 17th episode of the Filmation MOTU cartoon (1983).*

Dark Edge | *The Dark Edge, the border of the Horde-occupied territory on the planet Etheria's western-most landmass, first appeared in MOTUC canon. It bordered the sinister Valley of the Lost, where even Horde forces did not dare to tread.*

Dark Forest | *The Dark Forest, an ominous wooded area on Etheria, first appeared in the Mattel POP mini-comics (1985).*

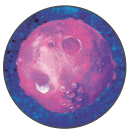
Dark Hemisphere | *The idea of contrasting hemispheres on Eternia was first described in the Filmation series bible for the MOTU cartoon, but was later fleshed out in the early episodes of the 2002 MYP MOTU cartoon series.*

Dark Riders | *The Dark Riders, two skeletal horsemen atop two black horses that could be conjured up by the dark magic of Shadow Weaver to do her bidding, first appeared in "The Price of Power," the 47th episode of the Filmation POP cartoon series (1985).*

Dark Star | *The Dark Star appeared in issue 14 of the US MOTU magazine, while the Dark Star Fragment featured prominently in issue 16. In the magazine story, Skeletor attempted to use the Dark Star Fragment to plunge Eternia into darkness and enslave its population.*

Darkdream | *Darkdream, an Eternian villain with the ability to induce sleep and manipulate dreams, made his debut appearance in "Eternal Darkness," the 46th episode of the Filmation MOTU cartoon.*

Darklands | *The Darklands, a dense jungle located primarily underground and one of the most feared areas in all of Eternia, first appeared in "Ordeal in the Darklands," the 26th episode of the Filmation MOTU cartoon (1983).*



Darkmoon | *Darkmoon (or Dark Moon), one of several moons that circle the planet Eternia and ruled by the barbaric King Barbo, first appeared in "The Shadow of Skeletor," the 80th episode of the Filmation MOTU cartoon series (1983).*

Darkmor Mountains | *The Darkmor Mountains, home to the Queen of the Golden Dragons and known for a powerful mineral known as Zaronite, was introduced in the UK POP Mini World Books (1984).*

Darksmoke | *Darksmoke, located in the Ice Mountains of Eternia and home to Granamyr, first appeared in "The Dragon's Gift," the 34th episode of the Filmation MOTU cartoon (1983).*

Death Channel | *A landform at the delta of the Blood River in the Dark Hemisphere of Eternia, the Death Channel first appeared in MOTUC canon.*

Deathless Soldiers of Kartan | *The Deathless Soldiers of Kartan first appeared in "At the Edge of the Darkest Night," a story from the MOTU newspaper strips (1986).*

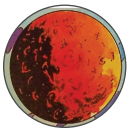
"Defender's Crusade, The" (poem) | *This ancient poem was first mentioned in MOTUC canon.*

Defenders of Trolla | *The Defenders of Trolla, tasked with guarding and protecting the Temple of Power, were first introduced in MOTUC canon. Its members included Compactor, Netta, Eyebeam, Brainwave, Hans Hammer Holder, Jet Pak, Man Crystal, Robo Woman, and Dragoon.*

Democratic Alliance | *The Democratic Alliance, established to enforce trade routes and keep the peace in the heavily populated outer systems of the Eternian Dimension, was first mentioned in MOTUC canon.*

Demon from the Beginning of Time | *The Demon from the Beginning of Time, a force of destruction from the distant past that lost its battle against the force that created life and was imprisoned in another dimension (and, later, trapped in the heart of Eternia by He-Man), was introduced in the Brazilian Editora Abril MOTU comics (Issue 20).*

Demon Realms | *The Demon Realms (or Realm of Demons), a dimension beyond Eternia that contained evil beings intent on destruction, first appeared in the Filmation MOTU animated series (1983).*



Denebria | *Denebria first appeared in the UK World MOTU Annuals (1984), where it was established as the sister planet of Primus. In later continuities, it became the home planet of the Space Mutants.*

Despondos | *The Dimension of Despondos was introduced in "The Power of Grayskull," the 35th episode of the 2002 MYP MOTU cartoon series. A portal to this dimension was opened by Hordak, but King Grayskull managed to banish Hordak and his Horde army there instead. Further details and history concerning Despondos were introduced in the MOTUC bios.*

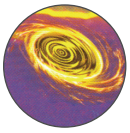
Destructo Tank | *The Destructo Tank, one of the Evil Horde's most used armored vehicles and a personal favorite of Hordak's, first appeared in the Filmation movie* The Secret of the Sword (1985).

Devlan | *Devlan, a village on Etheria, was introduced in "Duel at Devlan," the sixth episode of the Filmation POP cartoon (1985), where it was attacked by Dylamug and a squad of Horde Troopers.*

Diabolical Snakes | *The Diabolical Snakes, a group of reptile warriors led by Kobra Khan after the death of King Hssss, were first referenced in the Spanish-language insert included with the Argentinian Top Toys Camo Khan figure in 1987.*

Dimension of Eternia | *The Dimension of Eternia was first mentioned in MOTUC canon. It is the location of the planet Eternia, where the Gods of the Multiverse hid their magic after they created the Five Dimensions. Because the Starseed and the Sword of He both resided on Eternia, which was positioned at the center of the dimension, many villains and evil powers invaded the planet hoping to plunder its power and steal its secrets.*

Dimension of Evil | *The Dimension of Evil, an unspeakable realm that existed at the borders of the universe, was introduced in the Italian Piú Magazines (1983).*



Dimension of Infinita | *The Dimension of Infinita, one of the Five Dimensions created by the Gods of the Multiverse, was first introduced in MOTUC canon.*

Dinosaur Valley | *Introduced in "The Kidnapping of Teela," a story on the Finnish Message AV MOTU audiotapes (1988), Dinosaur Valley was a huge area on Eternia where dinosaurs roamed.*

Dinosorb | *Dinosorbs, evil Meteorbs capable of flying through space while transformed into egg-shaped meteors, first appeared in "Assault on the Hive," the 91st episode of the Filmation POP cartoon (1985).*

Diobo | *Diobo, a camp city in the Regula region of Denebria, was first introduced in MOTUC canon.*

Disco Skeletor | *"Disco Skeletor" is a fan-made moniker used to refer to a particularly shiny and colorful repaint of the original Skeletor figure released by Mattel in the 2002 MOTU toyline.*

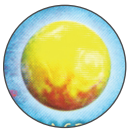
Disks of Doom | *The Disks of Doom, psychotronic weapons so powerful that they could reduce He-Man into a mindless slave, first appeared in the 1990 "He-Man" toy line.*

Doom Balloon | *The Doom Balloon, a flying zeppelin vehicle that could attract lightning and refocus it against a chosen target, first appeared "The Stone in the Sword," the 21st episode of the Filmation POP cartoon, where a blast from the vehicle managed to crack the stone in She-Ra's sword.*

Doom Broom | *The Doom Broom, the high-velocity invention of Sultra that combined magic and science, was introduced alongside Sultra in MOTUC canon.*

Doom Room | *The Doom Room, a large chamber beneath Snake Mountain and home of the idol the Dome of Death, first appeared in the German Ehapa MOTU comics (1987).*

Draca | *Draca, the most powerful wizard in Targa City and advisor to Queen Balina, was introduced in "A Tale of Two Cities," the 31st episode of the Filmation MOTU cartoon (1983).*



Draedus | *Draedus, a utopian planet in the Eternian dimension that was once invaded by Plundor the Spoiler, was first introduced in MOTUC canon. It was based on Trannis, the planet invaded by Plundor in "Quest for He-Man," the 19th episode of the Filmation MOTU cartoon.*

Draegon Lady | *Draegon Lady, cunning henchwoman to Commodo Long, was first mentioned in MOTUC canon. She was originally a creation of MOTUC bio writer Eric Marshall and one of his submissions to the Create-A-Character contest for MOTU Classics in 2011 (as "Dragon Lady").*

Dragon Pearl | *The Dragon Pearl (or Dragonpearl), a powerful artifact that could enhance one's magical abilities, was introduced in "The Dragon Invasion," the ninth episode of the Filmation MOTU cartoon (1983).*

Dragon Tower | *Dragon Tower, a citadel located in the Dragon territory of Darksmoke in the southern quadrant of Preternia, was first introduced in MOTUC canon.*

Dragon Walker | *The Dragon Walker was a vehicle introduced in the vintage MOTU toyline and subsequent media, including the Filmation MOTU cartoon series (1983) and the Mattel MOTU mini-comics (1983).*

Dragon's Breath Inn | *The Dragon's Breath Inn, a tavern on the outskirts of the Royal Palace of Eternia, was first seen in the DC MOTU comics miniseries (1982).*

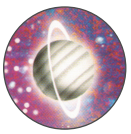
Dragons of Darksmoke | *The Dragons of Darksmoke, along with their leader Granamyr, first appeared in "The Dragon's Gift," the 34th episode of the Filmation MOTU cartoon (1983).*

Dragoon | *Dragoon, a dragon warrior sent by Skeletor to conquer Trolla, first appeared in "Dawn of Dragoon," the 20th episode of the Filmation MOTU cartoon (1983).*

Dragosaur | *Dragosaurs, purple dragon-like creatures from Eternia's past, first appeared in "The Time Corridor" the eighth episode of the Filmation MOTU cartoon (1983).*

Dragosaur Isle | *Dragosaur Isle, located in Eternia's past, was a dense jungle full of man-eating plants and dangerous creatures such as the Dragosaurs. It first appeared in "The Time Corridor," the eighth episode of the Filmation MOTU cartoon (1983).*

Drake Gate | *Drake Gate, driver of the Dragon Walker and ally to the reformed Fighting Foe Men, was first mentioned in MOTUC canon.*



Draphos | *Draphos, a silver planet located in the Eternian Dimension outside of the Horde Empire's control and home planet of Saurod, first appeared in MOTUC canon.*

Drissi | *Drissi, a young woman from Primus who was responsible for tending the animals in the Priman Oasis as well as caring for her younger brother Caz, was a character from the 1990 New Adventures of He-Man animated series.*

Dr. Zoog | *Dr. Zoog, an evil Trollan scientist who believed that Trolla should be run by machines instead of magic, first appeared in "The Greatest Magic," the 65th episode of the Filmation POP cartoon (1985).*

Droom | *Droom, the largest moon of the planet Eternia that served as the location where Skeleteen and Evil-Lyn assembled their own army of Evil Warriors, was first mentioned in MOTUC canon.*

Drude | *The short and toad-like Drude, loyal and innocent servant of the Enchantress, first appeared in "Search for the Past," the 98th episode of the Filmation MOTU cartoon series (1983).*

Drundagar | *Drundagar, evil robot leader of a band of robotic space pirates, first appeared in issue #28 of the Brazilian Editora Abril MOTU comics (1986).*

Duke Tiberon | *Duke Tiberon, prime minister and prominent member of King Randor's Royal Court, first appeared in the MOTU newspaper strips (1986).*

Dunes of Doom | *The Dunes of Doom, an area in the Dark Hemisphere of Eternia filled with volcanoes, first appeared in the 2002 MYP MOTU cartoon.*

Dwell of Souls | *The Dwell of Souls, a forsaken realm located beneath Castle Grayskull's dungeon, was officially given its name in MOTUC canon. It was based on the vintage Castle Grayskull playset's dungeon grate sticker which was illustrated by Rebecca Taylor, whose husband Mark Taylor (one of the designers behind the original Mattel MOTU toyline) named it the Dwell of Souls.*

Dy-Lex | *Dy-Lex, the father of Sy-Klone, was first introduced in MOTUC canon. Nothing is known about him except his name and that he was, presumably, a Gar.*

Dyr | *Dyr, an evil warlord who fashioned a mighty weapon called the Sunbird, with which he planned to overthrow the Council of Elders and claim Eternia for his own, first appeared in "The Sunbird Legacy," a Golden MOTU Book published in 1983.*

E

Eatockian Scrolls | *This Eatockian Scrolls were first mentioned in MOTUC canon. "Eatockian" is a reference to James Eatock, author of the book He-Man and She-Ra: A Complete Guide to the Classic Animated Adventures.*

Egg of Avion.....see: *Golden Egg of Avion*

Elders.....see: *Council of Elders*

Elders of Eternia.....see: *Council of Elders*

Elders' Training Citadel | *The Elders' Training Citadel, a temple buried beneath Eternia's southern Polar Icecap where the dying Sorceress Teela Na trained her daughter, Teela, to replace her as the Sorceress of Grayskull, first appeared in MOTUC canon.*

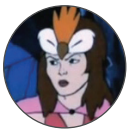
Eldor's Village | *Eldor's Village, a small settlement in the northern region of the quadrant of the Free People of Preternia and home to the wizard Eldor, first appeared in MOTUC canon.*

Elidor | *Elidor, one of Etheria's three moons and the location of the magical Moon Jewel guarded by Princess Luna, first appeared in the UK Pop comic magazines (1986).*

Elite Eleven | *The Elite Eleven, a team of Cosmic Enforcers led by the Supreme Arbitor who were sent to murder Zodac, were first introduced in MOTUC canon.*

Emerald Staff of Avion | *The Emerald Staff of Avion, which was released as a bonus accessory with the Goat Man figure in 2014, was introduced in the 1983 MOTU mini-comic "Siege of Avion" and gave the Bird People of Avion the ability to fly. This was in contrast to the Staff of Avion introduced in the Filmation cartoon that same year, where the Staff had a different design and possessed the power to release Molkrom, the monster god of the Targs.*

Emeralda | *Although the twin moons of Etheria were first seen in the 1985 Filmation POP Animated Series, they were not given the names Emeralda and Topazia until MOTUC canon. When these two moons aligned once a year, the legendary Moon Mirror could be used to create a bridge between universes.*

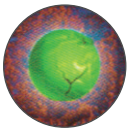


Enchantress | *The Enchantress, a beautiful yet evil sorceress who kidnapped King Miro and held him prisoner for years, first appeared in "Search for the Past," the 98th episode of the Filmation MOTU cartoon.*

Encyclopedia of Evil | *The Encyclopedia of Evil, a multivolume collection of books stored in the Vaults of Zaktus that were filled with dark magic and evil spells, first appeared in the 1990 "New Adventures of He-Man" animated series.*

Energy Anvil | *The Energy Anvil was a magical item stored in Castle Grayskull's library and observatory. After his coronation, King He-Man placed the Sword of He within the Energy Anvil for safe keeping and as a sign that peace had come to Eternia. Described as a statis field, the Energy Anvil held the sword and would only release it to one of He-Man's own bloodline. In an effort to save his father from Despara's attack, He-Man's son Dare successfully pulled the Sword of He from the Energy Anvil.*

Energy Beast | *The Energy Beast, a being of pure energy that was created when Eternia was formed and once ruled the planet before being imprisoned in a bell jar within Mount Eternia, first appeared in "The Energy Beast" the 67th episode of the Filmation MOTU cartoon (1983).*



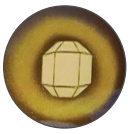
Enos | *Enos, the planet Primus' only moon in the Eternian Dimension, first appeared in the He-Man mini-comics (1990) and the New Adventures of He-Man cartoon series (1990).*

Entrapment Gem | *The Entrapment Gem, which Kowl used to trap the Volcano Magus, was first mentioned in MOTUC canon. This story element was introduced to explain Kowl's change in color.*

Equinos | *Equinos (or Equios), a small, pink planet located near the Tri-Solar System in the Horde Empire in the Eternian Dimension and home to Sagitar, first appeared in the 1990 New Adventures of He-Man animated series.*

Eronia | *Eronia, a large, ringed planet located in the Eternian Dimension outside of Horde Empire-controlled space, first appeared in MOTUC canon.*

Eternia | *Eternia, planet of magic and technology, first appeared across multiple media with the introduction of the Masters of the Universe brand by Mattel in 1982.*

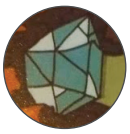


Eternian Crystal | *The Eternian Crystal, a pink crystal housed within the Gold Chamber of Mount Eternia, was created by the Ancients and was the only object capable of stopping the Energy Beast. It was introduced in "The Energy Beast," the 67th episode of the Filmation MOTU cartoon (1983).*

Eternian Palace Guards | *Eternian Palace Guards (also at times called the Eternian Royal Guards) first appeared in the 1982 DC MOTU comics miniseries.*

Eternian Royal Guard .....see: *Eternian Palace Guards*

Eternian Time War | *The Eternian Time War was first mentioned in MOTUC continuity alongside the introduction of the Mighty Spector.*



Eternium | *Eternium, one of the rarest and most powerful substances on Eternia, was first introduced in "Double Edged Sword," the 42nd episode of the Filmation MOTU cartoon.*

Eternos | *Eternos (also known as Eternos City), the capital of the planet Eternia and the seat of King Randor's power, was first introduced in 1983 in both the Filmation MOTU cartoon series and the Golden MOTU books.*

Eternos Palace | *Eternos Palace, home of the royal family of Eternos, first appeared in 1983 in both the Filmation MOTU cartoon series and the Golden MOTU books.*

Etheria | *Etheria, a lushly forested planet in the dimension of Despondos that was ruled by the Evil Horde, first appeared in the Filmation POP cartoon series and the Mattel POP mini-comics in 1985.*

Ever Mean | *Ever Mean, a member of Skeleteen's Evil Warriors, first appeared in "The Fall of Eternia Part Two: The Trouble with Time Travel," the seventh issue of the MOTUC mini-comics series (2015).*

Evergreen Forest | *The Evergreen Forest, a large, lush, and dangerous wooded area on Eternia, was first introduced in 1983 in multiple media, including the Filmation MOTU cartoon, the Golden MOTU books, and the Ladybird MOTU books.*

Evil Blasteroids | *The Evil Blasteroids were first mentioned in MOTUC canon.*

Experimentation Matrix | *The origin of Extendar, which involved his transformation into a cyborg at the hands of Hordak, was first revealed in the Mattel MOTU mini-comics (1983), but the Experimentation Matrix, where this transformation took place, was first introduced in MOTUC continuity.*

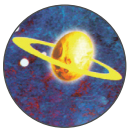
Eye Beam | *Eye Beam, one of the Defenders of Trolla, was a finalist in Mattel's 1986 Create A Character contest. He made his official canon debut in "He-Man and Skeletor – Their Final Battle," the fifth issue of the MOTUC mini-comics series (2014).*

Eye of Chaos / Eye of Chronos | *The Eyes of Chaos and Chronos (together known as the Eye of Grayskull) were two ancient gems fitted into the eye sockets of Castle Grayskull before they were stolen by two warlock tribes; anyone who mastered both gems would possess power over space and time. The Eyes were first introduced in the 2012 DC MOTU comics, where Skeletor obtained both gems and transformed into the Master of Death.*

Eye of Zurcain | *The Eye of Zurcain (sometimes spelled Zarcain or Zahrkain), a cave in the Mystic Mountains that provided a passageway to the city of Avion, first appeared in the 2002 MYP MOTU cartoon series.*

F

Facet | *Facet, a peaceful Rock Person from the planet Geolon who moved to Etheria when her homeworld was about to be destroyed by its exploding sun, first appeared in "The Light of the Crystal," the 54th episode of the Filmation POP cartoon (1985).*



Falleen | *Falleen, a small ringed and oval-shaped planet inside space controlled by the Horde Empire in the Eternian Dimension, first appeared in MOTUC canon.*

False Face | *False Face, ghoulish member of the Evil Horde whose "disguise magic" enabled him to shape his appearance into the form of any person of his choice, first appeared in "Glimmer's Story," the 41st episode of the Filmation POP cartoon (1985).*

Fear Gas Cannon | *Invented by Skeletor, Fear Gas transformed anyone sprayed with it into a sniveling coward (except women and Mutants), as seen in "A Plague on Primus," the 36th episode of the New Adventures of He-Man cartoon series (1990).*

Felis Qadi | *Situated among misty jungle mountains in Eternia's Light Hemisphere, Felis Qadi, the village home of Chief Carnivus' Cat People, was first introduced in the 2002 MOTU cartoon series.*

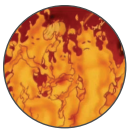
Fetra IV | *Fetra IV, site of a battle between the Galactic Protectors and the Space Mutants in the Tri-Solar System, was introduced in MOTUC canon.*

Fire Jewels | *Fire Jewels, small red stones found in a lava cave on Eternia that were used by the Sorceress to create a device that could reverse the effects of the Collector's rays, first appeared in "Colossor Awakes," the 14th episode of the Filmation MOTU cartoon.*

Fire People | *Fire People, who dwelled in the Region of Flame on Eternia and guarded the Spellstone, were introduced in "The Curse of the Spellstone," the 7th episode of the Filmation MOTU cartoon.*

Fire Pit | *The Fire Pit, from which Granamyr arises whenever he allows visitors at Darksmoke, was first seen in "The Dragon's Gifts," the 34th episode of the Filmation MOTU cartoon.*

Fire Ray | *The Fire Ray, a wrist-mounted flamethrower worn by Stratos, was first shown in the Mattel MOTU mini-comics (1982). It was first called the Fire Ray in the Italian Più MOTU comics (1983).*



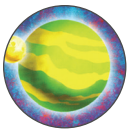
First Ones, The | *The First Ones, living spirits of flame believed to be the founders of Etheria, first appeared in "The Stone in the Sword," the 21st episode of the Filmation POP cartoon (1985). When they subsequently appeared in the UK POP comic magazines (1986), they were depicted as elderly humans.*

First Ultimate Battleground | *This event was first mentioned in MOTUC canon. "Ultimate Battleground" can also refer to the environment which surrounded the Tree Towers of Preternia.*

Fish Men | *Fish Men, savage servants to Mer-Man, first appeared in "Teela's Quest," the 6th episodes of the Filmation MOTU cartoon series (1983).*

Five Dimensions | *The Five Dimensions, the primary existential planes of the multiverse, were first mentioned in MOTUC canon.*

Fleshburner Laser Gun | *This gun, which was used by Karg in the 1987 MOTU live-action movie, was given its name in MOTUC canon.*



Florania | *In the UK MOTU comic magazines (1986), Florania was introduced as a gigantic jungle world in the same galaxy as Eternia and inhabited by the Moss People. In MOTUC canon, it was depicted as a green and yellow planet located in the Eternian Dimension outside of Horde Controlled space.*

Foe Castle | *Foe Castle, a small two-towered castle located in side the territory of the Free People on the supercontinent of Preternia, first appeared in MOTUC canon.*

Foodar | *Foodar, Geldor's kingdom in the Dark Hemisphere of Eternia, was first mentioned in MOTUC canon.*

Font of Ages | *The Font of Ages, the ornate pedestal which holds the Orb of Power, was first mentioned in MOTUC canon.*

Forest of Fear | *The Forest of Fear, located somewhere in the vicinity of the Fight Zone on Etheria and home to Shadow Weaver, was introduced in the UK Ladybird POP books (1983).*

Forge of Grayskull ..... see: *Great Forge*

Fork Lift | *Fork Lift, a member of King He-Man's new Masters of the Universe, made his debut in "The Fall of Eternia Part One: Homecoming," the sixth issue of the MOTUC mini-comics (2015).*

Free People | *The Free People, natives of the continent of Preternia who were ruled by the Snake Men until King Grayskull won their freedom, were first mentioned in MOTUC canon. The Free People included many races, among them humans, Qadians, Caligars, Andreenids, Avionians, and Speleans.*

Fright Zone | *The Fright Zone, the horrifying lair of Hordak and his Evil Horde, first appeared in multiple media (including the Mattel MOTU mini-comics, the UK World MOTU/POP Annuals, and the Filmation POP cartoon) alongside the introduction of the Horde in the mid-1980s.*

G

Galactic Council | *In the UK World MOTU Annuals, the Galactic Council met in Galactic City on Primus and was comprised of members from across the planet. In the 1990 New Adventures of He-Man cartoon, they were the governing body of the Tri-Solar System and were based on Enos.*

Galactic Protectors | *Originally called the Galactic Guardians in the UK MOTU World Annuals and the 1990 New Adventures of He-Man cartoon, this group of warriors were tasked with protecting the planet Primus from the Space Mutants. In MOTUC, their name was changed to the Galactic Protectors and their role was expanded to the protection of not just Primus but also other peaceful worlds in the Tri-Solar System.*

Galen Nycoff | *Galen Nycoff is the pre-transformation identity of the Evil Horde villain Modulok.*

Game Master | *This space faring villain, who was fascinated by games and gladiatorial combat, was introduced in "Pawns of the Game Master," the 61st episode of the Filmation MOTU cartoon (1983).*

Gangstor | *Gangstor was a runner-up in Mattel's 2012 Create A Character contest but was later disqualified when its creator violated one of the rules of the contest (namely, posting an image of the character on the internet prior to the contest).*

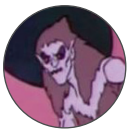
Gar (race) | *While members of the blue-skinned Gar race such as Keldor and Sy-Klone have existed since the early days of Masters of the Universe, the race itself, which originally lived on Anwat Gar and was adept at sorcery and technology, was not given a name until MOTUC canon.*

Gar Firian | *This hidden kingdom, which became home to the Gars in the eons since the destruction of Anwat Gar, was first introduced in MOTUC canon to address the idea that there are many heroic Gar as well as evil Gar.*

Gar Star Cruiser | *This space vessel, which was buried in Subternia during the reign of Skeletor and later discovered by Sy-Klone, was first introduced in MOTUC canon and can be seen on the MOTU Classics Subternia map.*

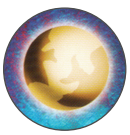
Gark | *Gark, Montork's loyal and happy three-eyed reptilian pet, first appeared in "Orko's Favorite Uncle," the 27th episode of the Filmation MOTU cartoon.*

Garn | *Garn, the strongest warrior in the kingdom of Targa, who fought in the arena with the hope of eventually winning his freedom, first appeared in "A Tale of Two Cities," the 31st episode of the Filmation MOTU cartoon (1983). A character with the same name and a similar story (but a different design) also appeared in the Mattel MOTU mini-comic "Slave City!" (1983).*



Gayda | *Gayda the Harpy, Hunga's sister and second in command of the Harpies on Talon Mountain, first appeared in "Reunions," the fourth episode of the Filmation She-Ra: Princess of Power cartoon series.*

Gaz | *Gaz, the home village of Vulkar, the blacksmith who forged the sword wielded by Vykron, was first mentioned in MOTUC canon.*



Geebor | *Geebor, a gray, moonless planet inside the Horde Empire's space in the Eternian Dimension, was first mentioned in MOTUC canon.*

Gem of Horokoth | *The Gem of Horokoth, which Hordak used to enhance and secretly enslave magicians throughout the universe, was first mentioned in MOTUC canon.*

Gem of Magoo | *The Gem of Magoo, which enhanced the strength of those who were pure of heart, first appeared in MOTUC canon. Magoo is a nod to the late husband of Danielle Gelehrter, who co-wrote many of the "Masters Mondays" bios for MOTUC.*

Gem of Tamadge | *The Gem of Tamadge, a mystical stone set in the breastplate of Sir Laser-Lot's armor and the source of his power, first appeared concurrently in the bio for the MOTUC Sir Laser-Lot figure and a DC digital comic, released in June of 2012, which featured Sir Laser-Lot and was written by Geoff Johns.*

Gem of Tiar-Ra | *The Gem of Tiar-Ra, the mother stone of Crystal World, the Crystal Castle, and even the Crystal Chamber beneath Castle Grayskull itself, was first mentioned in MOTUC canon.*

General Niquor | *General Niquor, leader of the people of Equinos and friend of Sagitar, first appeared in "The Running of the Herd," the 52nd episode of the New Adventures of He-Man animated series (1990).*

General Tartaran | *General Tartaran, commander of a vast goblin army on Eternia, first appeared in "The Arena," the 81st episode of the Filmation MOTU cartoon series (1983).*

General Vul-Khan | *Vul-Khan, renegade leader of the Blasteroids, was first mentioned in MOTUC canon.*

Geolon | *Geolon, home planet of the Rock People until its destruction at the hands of Horde Prime, was first mentioned in "The Rock People," the 44th episode of the Filmation POP cartoon (1985).*

Gepple | *Gepple, one of the four great scientists of planet Primus, was introduced in "A New Beginning," the first episode of The New Adventures of He-Man cartoon series (1990).*

Gigantisaur | *Gigantisaur, a massive, long-necked cyborg dinosaur that lived on Preternia, was an unreleased toy from the vintage MOTU toyline which would have been released under the "Powers of Grayskull" moniker. The character made its first media appearance in "The Fall of Eternia Part Two: The Trouble with Time Travel," the seventh issue of the MOTUC mini-comics series.*

Gladiator | *Gladiator, a member of King Grayskull's Masters of the Universe on Preternia, made his debut in "The Powers of Grayskull Part Two: The First Ultimate Battleground!," the second issue of the MOTUC mini-comics (2012).*

Gleanons | *Gleanons, a savage warrior race that sought complete domination of their planet Necron and were later led by Crita, were first introduced in the 1990 New Adventures of He-Man cartoon.*

Gleep | *Gleep, a small robot who served as an assistant to Master Sebrian and the scientists of Primus, was a character created for the New Adventures of He-Man cartoon series (1990).*

Glorm | *The Glorm, an orange, four-armed beast that terrorized an Eternian village until it was defeated by He-Man, was introduced in the 1982 DC MOTU mini-comic "He-Man Meets Ram Man."*

Gluubux Galaxy | *The Gluubux Galaxy, home of the Kribleen insectoid vampire race that produced Mosquitor, was first mentioned in MOTUC canon.*

Gods..... see: *Gods of the Multiverse*

Gods of the Multiverse | *The Gods of the Multiverse, immortal and omnipotent beings who collaborated to create the universe from their Hall of Power, were first mentioned in MOTUC canon.*

Gold Chamber of the Ancients | *The Gold Chamber of the Ancients, located deep within Mount Eternia and home of the Eternian Crystal (which Adam and Teela used to defeat and imprison the Energy Beast), first appeared in "The Energy Beast," the 67th episode of the Filmation MOTU cartoon (1983).*

Golden Claws of Crushing | *The Golden Claws of Crushing, a pair of mystical and powerful claws given to Kobra Khan by Skeletor, were first mentioned in MOTUC canon.*

Golden Disks of Knowledge | *The Golden Disks of Knowledge, which stored the wisdom of the wisest men and women in the universe, first appeared in "Golden Disks of Knowledge," the 62nd episode of the Filmation MOTU cartoon. They were given by Zanthor to Skeletor, who used them to build Snake Mountain.*

Golden Egg of Avion | *When the Golden Egg of Avion was first introduced (in "Betrayal of Stratos," the 78th episode of the Filmation MOTU cartoon series), it was depicted as a magical artifact that granted the Avionians their ability to fly. In the 2002 MVCreations MOTU Comics, the legendary egg caused things around it to blossom and grow, allowing the Avionians to live off the land. It was the latter version of the egg that appeared in MOTUC continuity.*

Golden Isles | *The Golden Isles, located in the Ocean of Gnarl on the planet Eternia and a favorite vacation spot for the Royal Family, first appeared in the Mattel MOTU mini-comics (1983).*

Golden Rod | *Golden Rod was a new character who appeared on the battlefield fighting alongside the Evil Horde and the Snake Men in "The Powers of Grayskull Part Three: Battle for the Fate of the Universe!," the third issue of the MOTUC mini-comics. His name originated as an answer to a question in a Mattel Q&A, but has never been confirmed as official.*

Gorn Crater | *The Gorn Crater, one of Flogg's hidden bases on the planet Denebria, was first introduced in the UK World MOTU Annuals.*

Gorn Desert | *Introduced in the 1990 He-Man mini-comics, the Gorn Desert was located on the planet Denebria and was where the Evil Mutants built their base.*

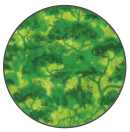
Gorpo the Gatekeeper | *Gorpo was a Trollan and a member of the Overlords of Trolla before he turned to evil and was transformed into the Unnamed One.*

Grayskull Tower | *Grayskull Tower, one of the three towers constructed by the Elders of Eternia to balance the powers of good and evil, first appeared in the mini-comic "The Ultimate Battleground!", which was released with the vintage Eternia playset in 1986.*

Great Black Wizard | *The Great Black Wizard, a sorcerer and evil warlord from Eternia's past whose magic empowered Snake Face and created Draego-Man, first appeared in MOTUC canon.*

Great Eye | *The Great Eye of the Galaxy, a huge cosmic portal behind the throne of Castle Grayskull that once bestowed godlike power on Skeletor when it opened as the Eternian moons reached their zenith, was introduced in the live-action Masters of the Universe movie (1987).*

Great Forge | *The Great Forge (or Forge of Grayskull), a room somewhere within Castle Grayskull where Rebel Leader He-Man's armor was crafted, was first mentioned in the 2012 DC MOTU Eternity War comic series.*



Great Jungle | *The Great Jungle, a massive forested region within the territory of the Free People of Preternia, first appeared in MOTUC canon. After the Spell of Separation, it appeared to be replaced by the Evergreen Forest and the Vine Jungle.*

Great-Plutor | *The Great-Plutor, a mad computer bent on the destruction of all organic life throughout the universe before he was stopped by Roboto, first appeared in the UK MOTU Comic Magazines (1986).*

Great Unrest | *The Great Unrest was a period of turmoil in Eternia's past that began when Prahvus and other warlords joined together to terrorize the planet and ended when Skeletor and his Evil Warriors were banished to the Dark Hemisphere. This era was first mentioned in the 2002 MYP MOTU cartoon series.*

Great Wars | *The Great Wars are a series of epic conflicts in several versions of MOTU continuity. The Great Wars were first mentioned in the mini-comic "He-Man and the Power Sword" (1982). Little was revealed about the conflict itself, but it did establish the notion that Eternia was once a highly advanced society until the wars reduced it to a barbaric, post-apocalyptic wasteland with little knowledge of the previous era. In MOTUC, the Great Wars were presented as a series of conflicts between the Evil Horde, the Snake Men, and the forces of King Grayskull around five thousand years before the birth of Prince Adam.*

Green Clade | *The Green Clade, an Etherian kingdom of which Double Mischief is a princess, was first mentioned in MOTUC canon.*

Green Tiger Tribe | *The Green Tiger Tribe, an Eternian cat species to whom both Granger (Battle Lion) and Cringer (Battle Cat) belonged, was first mentioned in MOTUC canon. The name was first suggested by Emiliano Santalucia for use in the 2002 MVC MOTU comics series to describe a Preternian tribe who rode on green tigers.*

Gretori Bridge | *Gretori Bridge, the setting of a battle between the Heroic and Evil Warriors during which Fisto injured Chopper, was first mentioned in MOTUC continuity.*

Grimalkin | *The Grimalkin, a massive demon that was imprisoned in a statue before being unleashed upon Eternia, was first introduced in "The Cat and the Spider," the 66th episode of the Filmation MOTU cartoon series.*

Grimhammer University | *A school in the kingdom of Eternos that was once attended by Gwildor, Grimhammer University was first mentioned in MOTUC continuity.*

Gritstone | *Gritstone, a Sand Devil from Etheria's Crimson Wastes who served the Horde and Count Sneer, first appeared in the UK POP Comic Magazines (1986). His abilities included forming his body out of sand and spinning at incredible speeds, creating whirlwinds.*

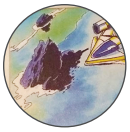
Gronk | *Gronk, a mammalian creature native to Eternia, was introduced in "Orko's Missing Magic," the 45th episode of the Filmation MOTU cartoon series.*

Grot | *Grot, alien grounds keeper who took care of all of the gardens on Primus, where all of the planet's food was produced, was introduced in the 1990 New Adventures of He-Man cartoon series.*

Growler | *Built by Baron Grod, Growler, a robotic dog which could project stun beams from its eyes and had a built-in radar system to hunt creatures, first appeared in "The Huntsman," the 63rd episode of the Filmation MOTU cartoon series (1983).*

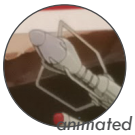
Growling Sea | *The Growling Seas, a large body of water on the planet of Etheria that was named after the roaring sounds of its turbulent water and story, unpredictable nature, was first mentioned in "The Crown of Knowledge," the 23rd episode of the Filmation POP cartoon.*

Grr | *Grr, a savage mutant mutt and pet to Skeletor, first appeared in "Sword and Staff," the sixth episode of the 1990 New Adventures of He-Man cartoon.*



Guardian Sea | *The Guardian Sea, the most well-known body of water on the planet of Primus and home to the underwater city of Orca, was first introduced in multiple media tied to the New Adventures of He-Man cartoon (1990), including the UK World MOTU Annuals and the Mattel MOTU mini-comics.*

Guardians of Grayskull | *The Guardians of Grayskull, first mentioned in MOTUC canon, was named as an homage to the Guardians of Grayskull mailing list from the early days of the MOTU online fandom in the 1990s.*



Guns of Nordor | *The Guns of Nordor, incredibly powerful and accurate Mutant superweapons located on the Dark Side of Moon Nordor, first appeared in the 1990 "New Adventures of He-Man" animated series.*

Gyro Machine | *Man-At-Arms' Gyro Machine, built to produce robot warriors, was first seen in "Energy Zoids," an issue of the Mattel MOTU mini-comics (1983).*

H

Hall of Power | *The Hall of Power, where the Gods of the Multiverse convened to create all things, first appeared in MOTUC canon.*

Hall of Wisdom | *The Hall of Wisdom, the seat of government and the center of culture on Eternia from which the Council of Elders ruled, was first introduced in the Kid Stuff MOTU records (1983). After the Elders condensed their power and wisdom into the Orb of Power, they transformed the Hall of Wisdom into the frightful structure known as Castle Grayskull.*

Hallway of Holograms and Illusions | *Castle Grayskull's front passage, where defensive magic created the illusion of danger and confusion to discourage or distract intruders, was first mentioned in MOTUC canon.*

Hans Hammer-Holder | *Hans Hammer-Holder, one of the Defenders of Trolla, first appeared in "He-Man and Skeletor – Their Final Battle," the fifth issue of the MOTUC mini-comics series (2014).*

Haramesh | *Haramesh, a large, yellow demon who was summoned by Skeletor (utilizing the Emerald Staff of Avion) and possessed shape-changing abilities, was first introduced in "Siege of Avion," one of the vintage Mattel MOTU mini-comics (1983).*

Harmony Desert | *An uninhabited area in the northern region of the Horde Territory on Preternia, the Harmony Desert first appeared in MOTUC canon.*

Harmony Sea | *The Harmony Sea, one of the largest oceans on Eternia, first appeared in both the Filmation MOTU cartoon series and the Golden MOTU books (1983). Located in the Light Hemisphere, the city of Aquatica and the Coral Caverns could be found in its waters.*

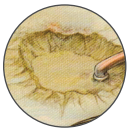
Harpies | *Harpies, winged creatures who lived on Talon Mountain in Etheria and were led by the villainous Hunga, first appeared in "Reunions," the fourth episode of the Filmation POP cartoon.*

Hate Stones | *The Hate Stones, which granted evil power to anyone who came into possession of them, first appeared in the Marvel Star MOTU comics (1986).*

Havanar | *Havanar, a Qadian who served as a member of the Eternian Palace Guards, was first mentioned in MOTUC canon. His name was derived from the Havana cat, a brown-haired, green-eyed cat breed.*

Hellskull | *When Anti-Eternia He-Man was first introduced in the German MOTU audio plays, he would raise his sword and call upon the power of Hell-Grayskull. In MOTUC canon, this castle was renamed Hellskull.*

He-Ra | *The daughter of He-Ro's son and King Grayskull's daughter, He-Ra was first mentioned in MOTUC canon. Incidentally, "He-Ra" was one of the names Mattel had initially considered for She-Ra.*



He-Ro's Crater | *He-Ro's Crater, which was formed when the cosmic warrior Ro crash-landed on Eternia after his battle with Horde Prime, was first depicted in MOTUC canon.*

Helm of Hikari | *The Helm of Hikari, enchanted by the honor of Slamurai's ancestors and able to protect him from evil spells, was first mentioned in MOTUC canon.*

Herd Tharkas | *Herd Tharkas, Sagitar's half-human, half-horse race from the planet Equinos, was first mentioned in MOTUC canon. "Tharkas" is taken from Tharkus, the name that the Sagitar figure was marketed under in Europe in the 1990s Mattel He-Man toy line.*

Hi-Ra | *Hi-Ra, a Cosmic Warrior who defeated Queen Quintessa, thwarting her attempt to steal the youth and beauty of women from the worlds conquered by the Horde Empire, first appeared as a member of the He-Force in DC's Masters of the Multiverse comic miniseries.*

Hidden City of Jatoria | *The Hidden City of Jatoria, an underground metropolis located in Subternia on the planet Eternia, was first mentioned in MOTUC canon.*

High Priest of the Snake Clan | *The High Priest of the Snake Clan was first mentioned in MOTUC canon.*

High Priest Pythonus | *High Priest Pythonus (or the High Priest of the Snake Clan) was first mentioned in MOTUC canon. He was created by Leonardo Vega and Axel Giménez and named by MOTUC bio writer Danielle Gelehrter.*

Hollow Eternia | *"Hollow Eternia" is another name for Subternia, which was first introduced in the 2002 MYP MOTU cartoon.*

Honey Apples | *Honey apples first appeared in the She-Ra Kid Stuff Book & Record story "The Jewel of Light," where they grew on trees in the Whispering Woods and were described as a delicacy beloved by the Twiggets.*

Honor | *Hope and Honor, the future twin daughters of Adora and Sea Hawk, were first mentioned in MOTUC canon. "Hope" is an in-story nod to Light Hope.*

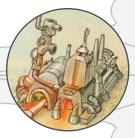
"The Honor of Love" | *This line, a reference to a song sung by Bow, originally appeared in the lyrics to "I Have the Power," a song from the He-Man/She-Ra movie The Secret of the Sword. An abbreviated version of this song could be heard over the closing credits of the Filmation POP cartoon.*

Hoove | *Hoove, a vicious but intelligent member of the Space Mutants whose preferred method of attack was to deliver powerful kicks with his hoofed feet, was a character created for the New Adventures of He-Man cartoon series (1990).*

Hop-Or | *Hop-Or, who was first mentioned in the MOTUC bio for Red Shadow, is a Shimnavit, a race of creatures from the planet Trannis who first appeared in "Quest for He-Man," the 19th episode of the Filmation MOTU cartoon series (1983).*

Hope | *Hope and Honor, the future twin daughters of Adora and Sea Hawk, were first mentioned in MOTUC canon. Hope is an in-story nod to She-Ra's catchphrase, "For the honor of Grayskull."*

Horde Boa Jets..... see: *Boa Jet*



Horde Factory Works | *The Horde Factory Works, a complex located within Horde Territory on Preternia after the Truce of the Three Towers, first appeared in MOTUC canon. The factory featured a mysterious pipeline that connected it to the center of He-Ro's Crater.*

Horde Goon Squad | *The Horde Goon Squad was first mentioned in MOTUC canon.*

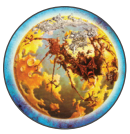
Horde Lord | *The Horde Lord, the first galactic ruler and tyrannical founder of the Horde Empire and father to Hordak and Horde Prime, was first mentioned in MOTUC canon.*

Horde Mummy | *The Horde Mummy was an early concept character that became Wrap Trap in MOTUC canon.*

Horde of Good | *The Horde of Good, led by the heroic and wise Anti Hordak on Anti-Eternia, was first mentioned in MOTUC canon.*

Horde-Or | *Horde-Or was a character created by Eric Marshall and submitted as a contender in Mattel's MOTUC Create A Character contest. As co-author of the official MOTUC Masters Mondays bios, Marshall decided to include Horde-Or in MOTUC canon. According to Marshall, "He was based on a concept for an old MOTU toy that would have had an obese monster reveal two smaller monsters under his cloak. He was a useful character here for filling in some holes in the Classics timeline following the deaths of both Hordak and Horde Prime."*

Horde Territory | *The Horde Territory, a quadrant of Preternia controlled by the Evil Horde after the Truce of the Three Towers, first appeared in MOTUC canon.*



Horde World | *Horde World, the capital of the Horde Empire and training ground for the Horde Army as well as the home of Horde Prime, was first introduced in the Filmation POP cartoon (1985).*

Hordeous | *Hordeous, primordial godbeast of destruction, was first mentioned in MOTUC canon. It is likely that he was the giant bat-creature seen alongside Serpos in the pages of the DC Comics MOTU series (2014).*

Horn of Evil | *The Horn of Evil, a powerful and dangerous artifact that emitted an awful noise and a black cloud that overpowered everything good that it touched, first appeared in "Dree Elle's Return," the 53rd episode of the Filmation MOTU cartoon series (1983).*

Horokoth | *In the 2012 DC comics, Horokoth was the primordial Eternian aspect of the Goddess, whom the Horde worshiped as the mother of all creation and saw in their own image. To the Horde, Horokoth was the coming destroyer, the darkness at the end of days, and was represented by a bat, which was the symbol of the Horde.*

Horror Bats | *Horror Bats were a creatures introduced in the 1983 Masters of the Universe toyline (as an accessory included with the Hordak action figure), although he was not given a specific name nor a species until Masters of the Universe Classics.*

Horror Hall | *Horror Hall, a towering castle that served as Shadow Weaver's sanctuary, was first introduced in "Crystal Castle," the 22nd episode of the Filmation POP cartoon (1985).*

Horror-Koth Plague | *The Horror-Koth Plague was first mentioned in MOTUC canon.*

House of Darkness | *The House of Darkness is another name for the House of Shokoti, a pyramid raised by Lord Masque from the Sands of Time in "The House of Shokoti, Part One," the 40th episode of the Filmation MOTU cartoon (1983).*

Howler | *Howler, a savage servant to Beast Man, first appeared in the Masters of the Universe Golden Super Adventure Book "Secret of the Dragon's Egg."*

Hunga | *Hunga, leader of the Harpies who resided on Talon Mountain and a sworn enemy of Queen Angella, first appeared in "Reunions," the fourth episode of the Filmation POP cartoon series (1985).*

Hyperspace | *Hyperspace, an otherworldly realm ruled by the evil Satma, first appeared in the German MOTU audio play episode 34, "The Kingdom of Terror." In the audio play, it was established that time passes very differently in Hyperspace; a few minutes there can equal hours or days on Eternia.*

I

Iandir | *The Ice Queen Iandir, one of the greatest and most hated rulers in Eternia's history and possessor of magical ice powers, was introduced in the MOTU newspaper strips (1986) in a storyline titled "It'll Be a Cold Day."*

Ice Mountains | *The Ice Mountains, a part of Eternia's frozen northern polar region, was first introduced in "Evilseed," the 25th episode of the Filmation MOTU cartoon series. In MOTUC continuity it was also the home of Icer.*

Ice Queen Iandir ..... see: *Iandir*

Ice Raider | *The Ice Raider, an air vehicle designed to be used in the extreme cold of the Eternian arctic, was introduced in "The Ice Age Cometh," the 76th episode of the Filmation MOTU cartoon.*

Ice Valley of Death | *The Ice Valley of Death, a frozen and deadly region located on Eternia, was introduced in the German Ehapa MOTU comics (1987).*

Ilearth Stone | *The Ilearth Stone, a powerful magical item discovered in the caverns beneath Snake Mountain that granted invincibility and magical strength to its holder, first appeared in the 1987 MOTU: The Arcade Game — The Ilearth Stone.*

Ileena | *The warrior maiden Ileena, daughter of the sage Zicran and a good friend of Teela who suffered from a crippling lack of self-confidence, first appeared in "A Friend in Need," the tenth episode of the Filmation MOTU cartoon (1983).*

Ilkorts | *The Ilkorts, a vicious race that lived underground beneath the Mystic Mountains and were mortal enemies of the Avions, were first introduced in the Mattel MOTU mini-comics (1983).*

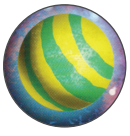
Illumina | *Illumina, an operative of the Unnamed One, was originally supposed to appear in the 2002 MVCreations MOTU comics and even appeared in an ad for a future issue that was never published. She finally made her official debut in "The Fall of Eternia Part Two: The Trouble with Time Travel," the seventh issue of the MOTUC mini-comic series.*

Incysor | *Tuskador's "real name" Insyzor was the name on the vintage Tuskador figure's packaging in Europe.*

Infinita | *Infinita was depicted as Skeletor's original place of origin in both the UK World MOTU annuals (1984) and the UK MOTU comic magazines (1986).*

Ingott | *Ingott, Comet Warrior and brother of Facet, was first mentioned in MOTUC canon.*

Inner Council | *Introduced in the 1990 New Adventures of He-Man cartoon series, the Inner Council was the ruling body of Primus and vital to the planet's existence. They resided in crystal tubes connected to the Vasionic Resonator, and their mental energies powered Primus's protective shield.*



Insectia | *Insectia, a green and yellow planet located near the edge of the Horde Empire's space, first appeared in MOTUC canon.*

Inspector Darkney | *A clever and calculating aide to Horde Prime, Inspector Darkney was introduced in "King Miro's Journey," the 13th episode of the Filmation POP cartoon (1985).*

Inter-Dimensional Transport Ray | *This device first appeared in "Teela's Triumph," the 108th episode of the Filmation MOTU cartoon.*

Invisible Ray | *The Invisible Ray, a device which enabled Skeletor to transfer his essence into the body of another living being, was introduced in the Brazilian Editora Abril MOTU comics (1986).*

Isle of Tears | *The Isle of Tears, home to the sinister castle of the evil Gorgon after he overthrew the peaceful King Danton, first appeared in "The Defection," the 58th episode of the Filmation MOTU cartoon (1983).*

J

Jantix | *Jantix, a planetoid located inside the Horde Empire's space in the Eternian Dimension, first appeared in MOTUC canon. With only one of its hemispheres intact, Jantix appeared to have been damaged from either battle or over-mining.*

Jawsome | *Jawsome, a former member of the Fighting Foe Men and a shark-man warrior from Moraturia, was first mentioned in MOTUC canon.*

Jet Pak | *Jet Pak, one of the Defenders of Trolla, first appeared in "He-Man and Skeletor – Their Final Battle," the fifth issue of the MOTUC mini-comics series (2014). His design was based on the space suit cardboard accessory from the vintage Castle Grayskull playset.*

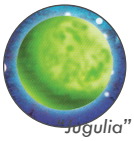
Jodder | *The reclusive scientist Jodder, who lived in a cottage deep in the Howling Forest of Eternia, was introduced in the UK MOTU comic magazines (1986).*

Josh | *Josh, a handsome young man who was a member of the Great Rebellion and enjoyed woodland picnics with his friends, was introduced in the Mattel POP mini-comic "Across the Crystal Light Barrier."*

Joya | *Joya was first seen in artwork featured in a German toy catalog advertising the ultimately unproduced Bubble Carriage for the vintage Princess of Power toyline. It was later revealed that Joya was a POP concept character whose power was to produce magic bubbles that dazzled and confused the enemy, but her action figure was scrapped in favor of creating Bubble Power She-Ra instead. The character's official name was finally revealed at Power-Con in 2016, and she later became part of official canon in the MOTUC bios.*

Juggernaut | *The Juggernaut was a drill-fronted vehicle that featured in the New Adventures of He-Man cartoon series by Jetlag where it was a weapon utilized by Skeletor.*

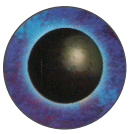
Jungle Tribe | *There was a Jungle Tribe featured in the Filmation POP cartoon that lived on Beast Island on the planet Etheria, but the Jungle Tribe mentioned in MOTUC was based on He-Man's tribe seen in "He-Man and the Power Sword," one of the vintage MOTU mini-comics (1982).*



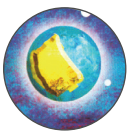
Jungulia | *Jungulia, a jungle planet inhabited by the peaceful Jungulians and home world to Grizzlor, was introduced in the UK MOTU comic magazines (1986). (Note that the planet is misspelled "Jugulia" on the Horde Empire map.)*

K

Ka | *The demonic Snake Lord Ka, original owner of the ancient and magical Staff of Ka, was first mentioned in MOTUC canon. It is his hideous face that is hewn into the side of Snake Mountain.*



Kandrox | *Kandrox, a small, black planet located inside the Horde Empire-controlled space of the Eternian Dimension, first appeared in MOTUC canon.*



Karib | *Karib, a planet located deep within the Horde Empire in the Eternian Dimension, first appeared in MOTUC canon. Covered in water with a single large yellow landmass, the planet did not appear to be technologically advanced from space.*

Karikoni | *The Karikoni, Clawful's race of crustacean warriors who lived on Orkas Island on Eternia, were introduced in MOTUC canon.*

Karsack | *Karsack, a member of Sagitar's species, was a new character and a member of the Cosmic Enforcers who first appeared in "He-Man and Skeletor – Their Final Battle," the fifth issue of the MOTUC mini-comics. His name originated as an answer to a question in a Mattel Q&A.*

Kartan | *Kartan, a deceased ancient mystic whose sarcophagus was kept in a tomb in the Far Westland of Eternia, was first mentioned in the MOTU newspaper strips (1986) in a storyline titled "At the Edge of the Darkest Night."*

Kaydex Crystal | *The Kaydex Crystal, a magical artifact that held the barriers between the Five Dimensions in place and kept many evil beings trapped in the forsaken Nameless Dimension, was first mentioned in MOTUC canon.*

Kay-La | *Ka-La, a member of the Masters of the Universe under King He-Man's rule and daughter of Fisto, defended Eternia and Castle Grayskull against an attack by Despara and her army of Skelcons and later fought in the Third Ultimate Battleground against the forces of the Unnamed One. While she was first officially introduced in the MOTUC mini-comic "The Fall of Eternia Part One: Homecoming!," she originated in the unproduced Filmation series bible for "He-Ro, Son of He-Man" (1996).*

Kayo | *The brave and strong but not particularly intelligent Kayo, one of the first recruits to the Galactic Guardians, was a character created for the New Adventures of He-Man cartoon series (1990).*

Kaytara | *Kaytara, a fierce Silaxian soldier, wife of Fisto, and mother to Kay-La, was introduced in MOTUC canon.*

Katana of Kuron | *Slamurai's Katana of Kuron was first mentioned in MOTUC canon.*

Kcotae Lazer | *This weapon, which was featured in "She-Demon of Phantos," the fifth episode of the Filmation MOTU cartoon (1983), was not given an official name until it was released as an accessory with the Club Grayskull Man-E-Faces figure. "Kcotae" is "Eatock" backwards and is a reference to James Eatock, author of the book He-Man and She-Ra: A Complete Guide to the Classic Animated Adventures.*

Keclar | *Keclar, leader of the Elders of Eternia and one of the wisest and most powerful wizards on the planet millennia before the birth of the Twins of Power, first appeared in the UK Twins of Power Magazine (1986).*

Kex Insect People | *The Kex, a race of benevolent underground insect people who served a noble queen, were first seen in the Mattel MOTU mini-comics (1983). MOTUC canon established the Kex as denizens of Subternia related to both the Andreenids and the Arachna Spider Warriors.*

Kex Kingdom | *The Kex Kingdom, underground home of the Kex people and their benevolent queen in Subternia, first appeared in the Mattel MOTU mini-comics (1983).*

Kex Queen | *The Kex Queen, ruler of benevolent underground insect people, was first seen in the Mattel MOTU mini-comics (1983).*

King Ahgo | *Ahgo, king of Trolls who reside at Spikeheart on Etheria, first appeared in "The Crystal Castle," the 22nd episode of the Filmation POP cartoon (1985).*

King Elden | *King Elden the Wise was the former ruler of Eternia and an ancestor of King Miro, King Randor, Prince Adam, and Princess Adora. He was first mentioned (and his portrait was shown) in "King Miro's Journey," the 13th episode of the Filmation POP cartoon (1985).*

King Gravatar | *King Gravatar of Geolon, creator of the Meteorbs, was first mentioned in MOTUC canon. His name is a combination of the words "gravel" or "gravity" with "avatar."*

King Helios | *Helios, king of the Fire People on Eternia who guarded the Spellstone, was introduced in "The Curse of the Spellstone," the seventh episode of the Filmation MOTU cartoon (1983).*

King Malkor | *King Malkor, ruler of the hidden kingdom of Gar Firian, was first mentioned in MOTUC canon.*

King Miro | *Miro, former ruler of Eternia, father to Randor and grandfather to Adam and Adora, first appeared in "Search for the Past," the 98th episode of the Filmation MOTU cartoon (1983).*

King Paw | *King Paw, leader of the Cat People (a.k.a., Cat Folk), was first introduced in "The Cat and the Spider," the 66th episode of the Filmation MOTU cartoon series.*

King Pythos | *Pythos, good-hearted ruler of the Reptons, first appeared in "The Cold Zone," the 130th (and final) episode of the Filmation MOTU cartoon (1983).*

King Sprite | *King Sprite, who ruled the Twiggets in Twigget Village alongside Queen Sparkle, first appeared in the Filmation POP cartoon series (1985). Both king and queen were respected for their fairness.*

King Tamusk | *King Tamusk, the last of Eternia's Sorcerer Kings who believed that strength determined a leader and attempted to battle King Randor when he found himself in present-day Eternia, first appeared in "The Time Wheel," the 97th episode of the Filmation MOTU cartoon (1983).*

King Trinok | *Trinok, a blue, hog-like ruler in the region of the Berzerker Islands on Eternia, was introduced in the 2002 MVCreations MOTU comics, where he met his demise in a skirmish with Keldor and Beast Man.*

Kingdom of Brightmoon ..... see: *Brightmoon*

Kingdom of Snows | *The Kingdom of Snows on Etheria, a dazzling landscape of ice and snow ruled by the Ice Empress Frosta, was first mentioned across multiple media in the early 1980s, including the Golden MOTU books, the UK World MOTU Annuals, and the UK POP magazines.*

Klybians | *Although Saurod first appeared in the 1987 Masters of the Universe movie, his humanoid lizard race (which also included Leviatha), was not given the name Klybians until MOTUC canon.*

Kobold Warriors | *The Kobolds, a race of mute, sadistic creatures native to Eternia that served Lodar, first appeared in "Slave City!", one of the Mattel MOTU mini-comics (1983).*

Kol Darr | *Kol Darr, an old friend of He-Man's and a brave warrior who rode a robotic winged steed named Shadow Master, first appeared in "Double Trouble," the 111th episode of the Filmation MOTU cartoon (1983).*

Kor | *Kor, one of the most powerful sorcerers on Eternia and the Keeper of the Flame, is responsible for guarding the Crimson Scourge. He first appeared in "Ordeal in the Darklands," the 26th episode of the Filmation MOTU cartoon (1983).*

Koth | *Koth the Horror Bat was a creature introduced in the 1983 Masters of the Universe toyline (as an accessory included with the Hordak action figure), although he was not given a specific name nor a species until Masters of the Universe Classics.*

Kothos | *Kothos, a powerful and arrogant wizard on Eternia who sought the great power of the Fountain of Life and who was once transformed into a great sand slug by Evil-Lyn, first appeared in "The Witch and the Warrior," the 59th episode of the Filmation MOTU cartoon (1983).*

Kowla | *A female Kolian, Kowla, who lived in the Forest of Freedom of Etheria and was one of the last of her kind, was introduced in "Zoo Story," the 38th episode of the Filmation POP cartoon (1985).*

Kraal | *Kraal, ruler of the Demon Zone, which was the lair of Whiplash, was introduced in "Betrayal of Stratos," the 78th episode of the Filmation MOTU cartoon series.*

Krackor | *The sea creature appearing on the third page of the MOTUC mini-comic "The Fall of Eternia Part Three: The Third Ultimate Battleground," bears a strong resemblance to the monster on the cover of the vintage mini-comic "The Vengeance of Skeletor," which itself matched the description of Krackor from the German MOTU audio plays (1984).*

Krayk | *Krayk, the home planet of Darius, was first mentioned in the German Ehapa MOTU comics.*

Krex | *Krex, one of the four great scientists of planet Primus, was introduced in "A New Beginning," the first episode of The New Adventures of He-Man cartoon series (1990).*

Kribleen | *The Kribleen Insectoids, Mosquitor's race which hailed from a muddy planet in the Gluubux Galaxy, was first mentioned in MOTUC canon.*

Kuduk Ungol | *Kuduk Ungol, former guardian of Castle Grayskull and predecessor to Teela Na (the Sorceress) first appeared in "Origin of the Sorceress," the 73rd episode of the Filmation MOTU cartoon (1983).*

Kulataks | *The Kulataks, an intelligent, yeti-like people who lived in the village of Stilia in the Ice Mountains of Eternia, first appeared in the 2002 MYP MOTU cartoon series.*

Kylax System | *The Kylax System, home of Space Pirate Ritter (Blade), was first mentioned in MOTUC canon.*

Kyle | *Kyle, a supporting character in the Netflix series She-Ra and the Princesses of Power, is a member of the Horde who received training at the same time as Adora and Catra.*

Kylex | *Kylex, a small planet encircled by three rings and located inside the space of the Horde Empire in the Eternian Dimension, first appeared in MOTUC canon.*

L

Lady Edwina | *Lady Edwina, Prince Adam's spoiled and arrogant royal cousin, was introduced in "Creatures from the Tar Swamp," the 18th episode of the Filmation MOTU cartoon series (1983).*

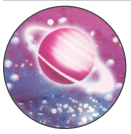
Lady Slither | *Lady Slither, reptilian leader of the Revenge Squad on Trolla, was first introduced in MOTUC canon.*

Lake of Bright Moon | *The Lake of Bright Moon, a large body of water located behind Castle Bright Moon, was introduced in the Ladybird POP Books (1985).*

Lake of Gnarl | *The Lake of Gnarl, a body of water in Preternia that served as the home of the Slebetor Slug-Men (Leech's species), was first introduced in MOTUC canon.*

Land of Giants | *The Land of Giants in the Mountains of Perpetua on Preternia and home to both Tytus and Megator, first appeared in MOTUC canon.*

Land Shark | *The Land Shark, a tank-like vehicle with sharp teeth that was utilized by Skeletor and the Evil Warriors, was a vehicle produced in the vintage MOTU toyline. Its first media appearances included the Filmation MOTU animated series (1983), the MOTU mini-comics (1983), and the Golden MOTU books (1983).*



Laredos | *Laredos, a bright planet with one orbital ring located in the Eternian Dimension just outside the space controlled by the Horde Empire, first appeared in MOTUC canon.*

Laser Bow | *The Laser Bow, Nocturna's weapon of choice, was given its name on the vintage cardback of the Nocturna action figure.*

Laser Gate | *The Laser Gate, the path that Darius and Icarius took to travel back in time in search of He-Man and the ancient planet of Eternia, was introduced in the UK World MOTU Annuals (1984). In MOTUC canon, it was a passageway leading between dimensions and planets in the Multiverse, with two main portals in the Eternian dimension located near Eternia and the Tri-Solar System.*

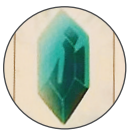
Laser-Razor | *The Laser-Razor, a device invented by Man-At-Arms, was first mentioned in MOTUC canon.*

Lava Lake | *The Lava Lake, a large body of molten magma located in the Snake Territory of Preternia after the Truce of the Three Towers, first appeared in MOTUC canon.*

Lava Lords | *The Lava Lords lived in an unnamed citadel located in a fiery passage that ran through Subternia from beneath the Sands of Time to a place near the planet Eternia's core. This passageway appeared to feed the lava flows in the Dunes of Doom and Mount Barathrum and then connected with the buried Temple of Serpos beneath Snake Mountain. Nothing else is known about the Lava Lords themselves, who were first mentioned in MOTUC canon.*

Leannasia | *Leannasia is a location first mentioned in an issue of the 2002 MVCreations MOTU comics. The name was a nod to Leanne Hannah, comic illustrator for the 2002 MVCreations MOTU comic series.*

Lee-Ah the Hope Bringer | *Lee-Ah, a member of the Overlords of Trolla, was first mentioned in MOTUC canon.*



Legacy Stones | *The Legacy Stones, a pair of ancient magical green artifacts guarded by Sy-Klone on Anwat Gar, provided whomever held them with powerful armor and enhanced strength. They were introduced and eventually destroyed by He-Man in "The Mystery of Anwat Gar," the 15th episode of the 2002 MYP MOTU cartoon series.*

Leviatha | *Leviatha, an ally to Zanthor, member of Saurod's Klybian race of humanoid lizard people, and a Cosmic Enforcer who first appeared in "He-Man and Skeletor – Their Final Battle," the fifth issue of the MOTUC mini-comics, first appeared in MOTUC continuity.*

Levitan | *Levitan, also known as Cloud City of Levitan, was a huge floating city on the planet of Primus and home to many citizens of the planet. It was first introduced in the New Adventures of He-Man animated series (1990), and in MOTUC canon became the home of Icarius.*

Library of Hidden Knowledge | *The Library of Hidden Knowledge was a room located directly beneath Castle Grayskull's Main Library, accessible by staircase. It contained models and tapestries along with many books.*

Lieutenant Andra | *Andra, a brave warrior who trained alongside Teela in the Royal Academy before serving in the Royal Guard, was introduced in the Marvel Star MOTU comics (1986). In MOTUC canon, she was also a childhood friend of Adam, Teela, and Clamp Champ before becoming a lieutenant in the Royal Guard as an adult.*

Life Tree | *The Life Tree, which grew from the ground where the Secret Liquid of Life was spilled and subsequently devoured Geldor, was first introduced in the Mattel MOTU mini-comics (1983). It was not referred to as "The Life Tree" until MOTUC canon.*

Light Hemisphere | *The idea of contrasting hemispheres on Eternia was first described in the Filmation series bible for the MOTU cartoon, but was later fleshed out in the early episodes of the 2002 MYP MOTU cartoon series.*

Light Spinner | *Light Spinner, Shadow Weaver's name before she pledged her allegiance to the Horde, was first mentioned in he UK MOTU comic magazines and UK Pop Comic magazines (1986).*

Liquid of Anti-Life | *The Liquid of Anti-Life, a vile mixture created by Keldor per Hordak's instructions, was first mentioned in MOTUC canon. The vial that Keldor carried it in (named the Vial of Venom in MOTUC canon) first appeared in the 2002 MYP MOTU cartoon.*

Lizigator | *Lizigator, a giant reptilian creature from Eternia's Sinister Swamplands, first appeared in the UK MOTU comic magazines.*

Lizorr | *The cowardly and calculating Lizorr, a member of the Space Mutants with a tongue that could ensnare his enemies, was a character created for the New Adventures of He-Man cartoon (1990).*

Lokus | *Lokus, a small and baboon-like shape-shifting demon who was the servant and messenger of the Spirit of Evil, first appeared in "Wizard of Stone Mountain," the 24th episode of the Filmation MOTU cartoon series (1983).*

Lonnie | *Lonnie, a supporting character in the Netflix series She-Ra and the Princesses of Power, is a member of the Horde who received training at the same time as Adora and Catra. Her name is a reference to the character Lohni from the original She-Ra Princess of Power series episode "Friendship" who had been Adora's best friend and second in command during her time in the Horde.*

Lord Adi ..... see: *Adi*

Lord Choloh | *Lord Choloh, ruler of the Vine Jungle until he was forced to abdicate his throne by Gygor, was first referenced by Beast Man in DC Comics Presents #47 (1982) via the exclamation, "Choloh's beard!" No further information concerning the character was revealed until MOTUC canon.*

Loredos | *Loredos, a planet in the distant outback of space known as the Starband, was introduced in the UK MOTU comic magazines (1986). It was destroyed by Horde Prime when he lost control of the territory due to the interference of Rio Blast and the Starband Marshals.*

Lubic | *Lubic, a police detective in California, was a character that first appeared in the 1987 live-action Masters of the Universe movie. He was portrayed by actor James Tolkan.*

Lygon | *Lygon, leader of a race of underground-dwelling humanoids on the planet of Teekay who used their incredible architectural and buildings skills to help rebuild a destroyed Eternos and create a more advanced Eternos City, was first introduced in the UK MOTU comic magazines (1986).*

M

Magic Pyramid | *Initially used for simple magic tricks, Orko's Magic Pyramid eventually served as the primary means of travel and communication between Eternia and Trolla. It was introduced in "Trouble in Trolla," the 77th episode of the Filmation MOTU cartoon (1983).*

Magicat Queen | *The Magicats and their queen were a race of large enchanted felines who dwelled within the underground kingdom of Half Moon on Etheria. They were introduced in "Magicats," the 62nd episode of the Filmation POP cartoon (1985).*

Magicats | *Introduced in the Filmation POP cartoon series (1985), the Magicats were a race of large enchanted felines who dwelled within the underground kingdom of Half Moon, having retreated there when their queen was taken prisoner by the Horde.*

Magnabeam | *The Magnabeam (or Magna-Beam), a mounted laser gun that drained its target's powers, was first introduced in the Golden POP Books (1985).*

Main Library | *The Main Library of Castle Grayskull was located under the castle's main dome. After King He-Man's coronation, his son Prince Dare was feeding his pet Craven in a secret compartment within the library when he saw his father place the Sword of He in the Energy Anvil. Dare would later remember to find the sword there when the evil Despara attacked Eternia and threatened his father's life.*

Majestra | *Majestra, an Eternian sorceress who managed to charm the royal family before it was revealed that she was really Evil-Lyn in disguise, first appeared in "The Shaping Staff," the second episode of the Filmation MOTU cartoon series. In MOTUC continuity, Majestra was originally a traveling performer until Evil-Lyn stole the Shaping Staff from her and turned her into a rock.*

Major Header | *Major Header, a member of Lady Slither's Revenge Squad, was a runner-up in Mattel's 2012 Create A Character contest. He made his official canon debut in "He-Man and Skeletor – Their Final Battle," the fifth issue of the MOTUC mini-comics series (2014).*

Makkina | *Makkina, the home planet of the Makkinaks, who had been overthrown by their creations the Protectons, first appeared in "Slaves to the Machine," an episode of the New Adventures of He-Man animated series (1990)*

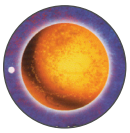
Malkyn ..... see: *Skeleteen*

Mallek | *Mallek, a powerful young Eternian sorcerer who once proposed to Teela, first appeared in "Wizard of Stone Mountain," the 24th episode of the Filmation cartoon series (1983).*

Mally | *Mally, a citizen of Etheria who sought the help of the Great Rebellion when her parents were kidnapped by the Horde, first appeared in "Unexpected Ally," the 53rd episode of the Filmation POP cartoon. She later went on to marry General Sundar.*

Man Crystal | *Man Crystal, one of the Defenders of Trolla, first appeared in "He-Man and Skeletor – Their Final Battle," the fifth issue of the MOTUC mini-comics series (2014).*

Man-E-Faces II | *Man-E-Faces II, a member of King He-Man's new Masters of the Universe, made his debut in "The Fall of Eternia Part One: Homecoming," the sixth issue of the MOTUC mini-comics (2015).*



Mandor | *Mandor, a large, seemingly arid planet located inside the space of the Horde Empire in the Eternian Dimension, first appeared in MOTUC canon.*

Manticore | *The Filmation MOTU cartoon series (1983) depicted the Manticore as a huge beast with the head of a lion, a humanoid body, and a spiked tail. In the Mattel MOTU mini-comics (1983), the Manticore was more leonine in appearance and guarded the eldritch Skytree. Finally, in the Ladybird MOTU books (1983), the Manticore had a more human-like face with the body of a lion and the tail of a scorpion.*

Mantisaur | *The Mantisaur, Hordak's giant insectoid steed that resembled a mechanical praying mantis, was a character/vehicle created for the vintage MOTU toyline in 1986.*

Marin-Or the Wise | *The benevolent Undersea King, who was very protective of the Sacred Trident in his possession, first appeared in the 1986 Brazilian Edutira Abril MOTU Comics. He was not given the name Marin-Or the Wise until MOTUC canon.*

Marzo's Treasure | *Marzo's Treasure, a chest of riches buried in Subternia, very close to the gateway of the Spelean Kingdom, first appeared in MOTUC canon.*

Mask-Ra | *Maska-Ra, a robot who could impersonate both good and evil warriors with the use of removable masks, was a concept character proposed (but never produced) for the vintage Masters of the Universe toyline. This idea was reworked into the Goddess Mask-Ra in MOTUC canon.*

Masks of Power | "Masks of Power" have appeared twice in MOTU continuity prior to MOTUC. In the Filmation MOTU animated series (1983) episode "Masks of Power," the two golden Masks of Power, which were sculpted to resemble Demos and Tyrella, were located within the City of the Ancients and possessed great magic. In the Mattel MOTU mini-comics (1983) issue "Masks of Power," the two titular Masks of Power, which were sculpted to resemble a wolf and a lizard, were found deep in ancient Eternian ruins and imbued their wearers with tremendous strength.

Masks of Power Demons | *The Masks of Power demons first appeared in "Masks of Power," a Mattel MOTU mini-comic (1983). The story was later adapted into a Filmation MOTU episode of the same name, although the demons did not appear in this episode.*

Master Sebrian | *Master Sebrian, the wise leader of the people of Primus and member of the Inner Council, was a primary character in the New Adventures of He-Man animated series (1990).*

Meadowlands | *The Meadowlands, a large garden region of Etheria that was protected from the Horde's occupying force by the neighboring Valley of the Lost, first appeared in MOTUC canon.*

Mechano-Ray | *The Mechano-Ray, which could transform any living thing into a machine and was responsible for the creation of both Spydor and Sy-Klone, was first introduced in the 1983 Golden MOTU Books.*

Medallion of Serpos | *The Medallion of Serpos was a magical artifact introduced in "Rattle of the Snake," the 37th episode of the 2002 MYP MOTU cartoon series.*

Mega Blaster | *The Mega Blaster, Tuskador's gun, was first given its name on the back of the packaging for the vintage Tuskador figure in the 1990 "He-Man" toyline.*

Melaktha | *Melaktha, the royal archeologist for Eternos Kingdom, was a character introduced in "House of Shokoti, Part 1," the 40th episode of the Filmation MOTU cartoon series (1983).*

Meldoc | *Meldoc, one of the four great scientists of planet Primus, was introduced in "A New Beginning," the first episode of The New Adventures of He-Man cartoon series (1990).*

Melodian | *Melodian, a dimension of sound inhabited by formless beings and the birthplace of Terroar, was first mentioned in MOTUC canon.*

Melog | *The Melog, a creature composed of mud and swamp water from Skull Path on the planet of Etheria who possessed great strength but no emotion, first appeared in "Enemy with My Face," the 42nd episode of the Filmation POP cartoon series (1985).*

Memory Gun | *The Memory Gun was created by Count Marzo utilizing waters from the Well of Forgetfulness in "The Once and Future Duke," the 58th episode of the Filmation MOTU cartoon series (1983).*

Mendor | *Mendor, the heroic magical healer in service to Eternos Kingdom and the Heroic Warriors, was introduced in the DC MOTU comics (2012).*

Merfolk of Salineas | *The Merfolk were a race of undersea people ruled by King Mersia in Salineas. They were introduced in "The Pearl," the 72nd episode of the Filmation POP cartoon.*

Merlantis | *Merlantis, an underwater city on Eternia that had once been enslaved by Skeletor and Mer-Man, was introduced in the UK MOTU Comic Magazines (1986) story "An Unwanted Gift" (issue 9).*

Mer-Man's Lair | *Also known as Mer-Man's Underwater Cavern, Mer-Man's Lair was the evil ocean warlord's independent base of operations within the Sea of Rakash. It first appeared in both the Filmation MOTU cartoon series and the Ladybird MOTU books (1983).*

Mer-Man II | *Mer-Man II, a member of Skeleteen's Evil Warriors, first appeared in "The Fall of Eternia Part Two: The Trouble with Time Travel," the seventh issue of the MOTUC mini-comics series (2015).*

Mer-Men | *The Mer-Men mentioned in the bio for Weapons Pak 2 (Great Wars Assortment) is likely a reference to Mer-Man's race of aquatic people.*

Mercy, The | *The Mercy, a massive vessel of the Evil Horde commandeered by Inspector Darkney, was introduced in "Day of the Comet," a story from the MOTU newspaper comic strips (1986).*

Meteorbs | *The Meteorbs, egg-shaped creatures that could transform from animal (or robot) form into a flying comet, were first introduced in the original 1982 MOTU toyline.*

Micah | *King Micah of Bright Moon, husband of Angella and father of Glimmer, first appeared in "Micah of Bright Moon," the 46th episode of the Filmation She-Ra: Princess of Power cartoon series. After the Horde arrived on Etheria, Micah departed to battle to the Horde, was captured, and was never again seen by his family.*

Mida | *Mida, a continent on Primus, was first mentioned the cardback for the vintage Nocturna figure in the 1990 He-Man toyline. It is further referred to as an eastern continent on Primus in the UK He-Man Annual from 1990.*

Minox | *Minox, a robotic Minotaur warrior that dwelled within a complex labyrinth on Eternia and a minion of Skeletor, was introduced in the Italian Magic Boy Magazines (1987).*

Mintoran | *The Mintorans (Minox's race) were first introduced in the 2002 MYP MOTU cartoon series, where they were led by King Taurius.*

Miro .....see: *King Miro*

Missile Toe | *Missile Toe, a member of Skeleteen's Evil Warriors, first appeared in "The Fall of Eternia Part Two: The Trouble with Time Travel," the seventh issue of the MOTUC mini-comics series (2015).*

Mist of Endless Sleep | *Using the Eldritch Book of Spells, Shadow Weaver conjured this strange sleeping mist that prevented anyone from entering or leaving the Whispering Woods in "The Eldritch Mist," the 27th episode of the Filmation POP cartoon.*

Mistress | *This character, unnamed in her single appearance in the Mattel MOTU mini-comic "King of the Snake Men" (1985), was a human woman in service to King Hiss.*

Mizar | *Mizar, a city ruled by Angella in the distant mountainous region of Etheria, was introduced in the Mattel POP mini-comics (1985).*

Mobulor | *Mobulor, Vypor's flying spy, was first mentioned in MOTUC canon. It was based on concept art for the Vypor character created by Axel Giménez and its name is based on Mobula, a genus of ray fish.*

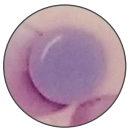
Mole People | *The Mole People, who dug the smooth tunnels beneath Snake Mountain, first appeared in the 1986 MOTU Super Adventure-Terraquake Game.*

Molkrom | *The monster god Molkrom, a centaur-like creature with face and body of a horse, the torso of a human, and tentacles for arms, first appeared in "Reign of the Monster," the 16th episode of the Filmation MOTU cartoon series.*

Monteeg | *The diminutive Monteeg, an evil creature intent on gathering an army of evil minions to do his bidding, first appeared in "Castle of Heroes," the 57th episode of the Filmation MOTU cartoon series (1983).*

Moon of Droom ..... see: *Droom*

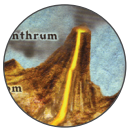
Moon Scheimorr | *Moon Scheimorr, where Dree Elle and others found refuge when Lady Slither and the Revenge Squad invaded Trolla, was first mentioned in MOTUC canon. The name is a reference of Lou Scheimer, one of the founders of the Filmation animation company that produced the original MOTU and POP cartoon series.*



Moonstone | *The Moonstone, located in the Moonstone Chamber of Castle Bright Moon, protected the castle from falling to an evil force. It was introduced in "Glimmer's Story," the 41st episode of the Filmation POP cartoon.*

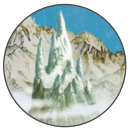
Moraturia | *Moraturia, an evil city cursed by the Elders and banished into the ground of the Silent Sea, first appeared in the German Ehapa MOTU comics (1987).*

Morgoth | *Morgoth, an evil sorcerer from the distant past who sought to rule Eternia and the universe until the Ancients cast him into a prison zone, was introduced in "Origin of the Sorceress," the 73rd episode of the Filmation MOTU cartoon (1983).*



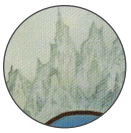
Mount Barathrum | *Mount Barathrum, the largest volcano in the Dunes of Doom, an expanse of land in the Dark Hemisphere of Eternia, was first introduced in "Night of the Shadow Beasts," an episode of the 2002 MYP MOTU cartoon series.*

Mount Eternia | *Mount Eternia, located near Eternos Palace, concealed a temple within which was the Energy Beast, who had been imprisoned for millions of years. It was introduced in "The Energy Beast," the 67th episode of the Filmation MOTU cartoon series.*



Mount Eternium | *Mount Eternium, a large summit within the Dragon Territory of Darksmoke in the southern quadrant of Preternia, was first introduced in MOTUC canon.*

Mountain of a Thousand Echoes | *The Mountains of a Thousand Echoes, location of Modulok's lair (and in fact his entire species) were first mentioned in the third issue of the German MOTU promotional magazines (1986).*

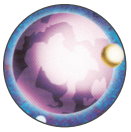


Mountains of Gnarl | *The Mountains of a Gnarl, a large mountain range that acted as the border between the territory of the Free People of Preternia and that controlled by the Snake Men, was first introduced in MOTUC canon.*

Mountains of Perpetua | *The Mountains of Perpetua, which bordered the beautiful Plains of Perpetua on Eternia, were first introduced in the UK World MOTU Annuals (1984). In MOTUC canon, however, the Mountains of Perpetua existed in Preternia as part of the Dragon Territory of Darksmoke and surrounded the Land of the Giants, home of Tytus.*

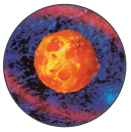
Mouth of Moloch | *Moloch, an enormous cloud with a tornado as its mouth, consumed anything in its path and deposited it into the Fright Zone. Once used by Hordak to wreak havoc upon Eternia, Moloch first appeared in the MOTU UK comics.*

Muck Man | *Muck Man a member of Lady Slither's Revenge Squad on Trolla, first appeared in "He-Man and Skeletor – Their Final Battle," the fifth issue of the MOTUC mini-comics series (2014).*



Multra | *Multra, a planet situated deep within the Horde Empire's space in the Eternian Dimension, first appeared in MOTUC canon.*

Multron Bombs | *Introduced in the 1983 MOTU Power of He-Man game, Multron Bombs were powerful explosives dropped from the Wind Raider while in flight. Their blast caused large craters in the ground, which were often used as a nonlethal method of detaining Evil Warriors.*



Mung | *Mung, a red moon of the planet Eternia, first appeared in MOTUC canon. Despite its small size, it was encircled by a somewhat opaque ring that appeared like a faint aura.*

Mutant Army .....see: *Space Mutants*

Mutant Bone Warriors | *The Mutant Bone Warriors (or simply Bone Warriors), self-replicating creatures created by Tri-Klops to fight for Skeletor, first appeared in the 2002 MYP MOTU cartoon series.*

Mutant Mothership | *The Mutant Mothership, an enormous ship that served as the command ship for Flogg's Mutant Armada, was introduced in the New Adventures of He-Man cartoon series (1990).*

Mystacor | *Mystacor, a magical kingdom located on Etheria that was ruled by Castaspella (and later revealed to be the birthplace of Shadow Weaver), was concurrently introduced across multiple POP media in 1985.*

Mystic Enforcer | *When Zodak combined the ways of the Cosmic Enforcers with his own mystic heritage, he became a Mystic Enforcer, a title first used in MOTUC canon.*

Mystic Mirror | *The Mystic Mirror, located within the Throne Room of Castle Grayskull and utilized by the Sorceress to keep watch over distant events, first appeared in the Filmation MOTU cartoon series (1983).*

Mystic Mountains | *The Mystic Mountains, a vast, mystical range of mountains on Eternia, were introduced in 1983 in the Filmation MOTU animated series, the MOTU mini-comics, the Golden MOTU books, and the Ladybird MOTU books. Ogres, Manticores, Shadow People, Reptilian Creatures, Mountain Trolls and Wraiths made their homes within the valleys between the mountains, while the Andreenids of Andreenos, the Avionians of Avion, and other creatures made their homes among its peaks.*

Mystic Wall | *The Mystic Wall, a magical barrier created to prevent an invasion from Skeletor and his Evil Warriors in early times, was first introduced in the Golden MOTU books (1983). In later MOTU canons, the wall was a combination of Man-At-Arms' technology and the Sorceress' magic, and was used to exile Keldor and his forces on the Dark Hemisphere.*

Myte Army | *Mytes, a short, orange-skinned race native to the planet Necron, where introduced in the New Adventures of He-Man cartoon series (1990). In MOTUC canon, they declared Mara their queen and helped her fight against Crita.*

N

Nameless Dimension | *The Nameless Dimension (or Unnamed Dimension), one of the Five Dimensions created by the Gods of the Multiverse, was first mentioned in MOTUC canon.*

Narakas Oni | *Narakas Oni, a demon summoned by Commodo Long to give him supernatural powers, was first mentioned in MOTUC canon.*

Nazghal | *Nazghal, a powerful wizard from Eternia's past who desired to stir up hatred between humans and the dragons of Darksmoke, first appeared in "Darksmoke and Fire," the 61st episode of the Filmation POP cartoon.*

Necron | *The home world of both the Mytes and the Gleanons, Necron first appeared in the New Adventures of He-Man cartoon series (1990).*

Negator | *The villainous Negator, a scientific genius with the ability to generate great amounts of electrical power, first appeared in "Game Plan," the 54th episode of the Filmation MOTU cartoon series (1983).*

Nerbs | *Beings made of electronic energy, Nerbs, small, hooded, diminutive and mysterious servants of Negator who spoke their own peculiar speech pattern and were deployed as spies as well as a means to give Negator extra power, first appeared in "Game Plan," the 54th episode of the Filmation MOTU cartoon series (1983).*

Netherworld Scroll | *The Netherworld Scroll, which was used by Kartan to mummify Sibor (Wrap Trap), was first mentioned in MOTUC canon.*

Netta | *Netta, one of the Defenders of Trolla, was a finalist in Mattel's 1986 Create A Character contest. She made her official canon debut in "He-Man and Skeletor – Their Final Battle," the fifth issue of the MOTUC mini-comics series (2014).*

Nextorr | *An evil court sorcerer who had tried to conquer Eternia in the past and was sentenced to confinement within a chest located in an ancient Eternian temple, first appeared in the Italian Magic Boy magazines (1987)*

Nexus of All Realities | *The Nexus of All Realities, as introduced in the DC He-man/ThunderCats comics (2016), was a gateway within Castle Grayskull that led to other realms and dimensions and also served as a vault to contain the Orb of Power, which created the Multiverse.*

Noah | *Noah, a powerful wizard who lived in seclusion on Woeful Mountain and taught Hordak the ways of magic before Hordak turned to evil, first appeared in "My Friend, My Enemy," the 51st episode of the Filmation POP cartoon.*

Nocturna | *The mysterious Nocturna, master of the Energy Ray and an expert marksman, was a character created for the New Adventures of He-Man cartoon (1990). His skill set included night vision, stealth, concentration, strength, and telepathy.*

Nolar Blak | *Nolar Blak, a former Eternian Royal Guard who betrayed his comrades and joined forces with Evil-Lyn, with whom he had a brief love affair that ultimately ended in his death, was introduced in the DC MOTU comics (2012).*

Nordling | *Nordling, a small Eternian village that was once besieged by Spikor, first appeared in the Mattel MOTU mini-comics (1983).*

Nordor | *In the UK World MOTU Annuals (1984), the moon of Nordor was Skeletor's main base of battle operations in the Triax Star System. In the 1990 "He-Man" toyline mini-comics, Nordor was a skull-shaped moon of the planet Denebria. According to the New Adventures of He-Man cartoon (1990), the moon was a piece of the planet Primus that had been blasted into space and eventually became a moon of Denebria.*

Nordor Crystal | *The Nordor Crystal, an evil and powerful artifact that was responsible for the creation of Nordor itself, first appeared in the 1990 New Adventures of He-Man cartoon series.*

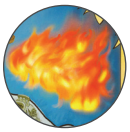
Northern Mountains | *The snow-covered Northern Mountains, which were located on Etheria in the Kingdom of Snows and ruled over by Frosta, were first mentioned in the UK POP comic magazines. In MOTUC canon, however, the Northern Mountains were located on Eternia and home to the peaceful G'hoat men lived.*

Norwyn | *Norwyn, a wise, elderly sage who taught magic to both Castaspella and Shadow Weaver, first appeared in "The Price of Power," the 47th episode of the Filmation POP cartoon.*

Nu-Horde | *The Nu-Horde, Horde-loyal Etherians ruled by Shadow Weaver following the death of Hordak, was first mentioned in MOTUC canon.*

O

Oasis | *Introduced in the 1990 New Adventures of He-Man cartoon series, the Oasis was a large region of land on Primus where Drissi and Caz were often seen tending to their animals.*



Ocean of Fire | *The Ocean of Fire, a huge inferno burning off the coast of the Snake and Dragon Territories of Preternia, first appeared in MOTUC canon.*

Ocean of Gnarl | *The tempestuous Ocean of Gnarl, one of the major bodies of water on Eternia, first appeared in both the Mattel MOTU mini-comics and the Ladybird MOTU books (1983).*

Ocean of Time | *The Ocean of Time, a large body of water to the north of the territory belonging to the Free People of Preternia, first appeared in MOTUC canon.*

Octopus Cove | *Octopus Cove, a Horde sea base under Octavia's command where the Horde Dreadnoughts were docked on the planet Etheria, was introduced in the Filmation POP cartoon series (1985).*

Octopus Women | *Octavia's race of Octopus Women were first named in MOTUC canon. The fact that their skin is purple refers to a vintage Mattel design for Octavia where the character was purple-skinned.*

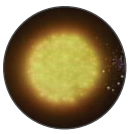
Odar | *Odar, a member of Skeleteen's Evil Warriors and likely a member of Stinkor's Pelleezean race, first appeared in "The Fall of Eternia Part Two: The Trouble with Time Travel," the seventh issue of the MOTUC mini-comics series (2015).*

Odiphus | *Stinkor's original, powerless identity of Odiphus first appeared in "Snake Pit," the 21st episode of the MYP MOTU cartoon series (2002).*

Ogre Mountain | *Ogre Mountain, the site of the Geldor's fortress, from which he ruled his kingdom of Foodar, was first mentioned in MOTUC canon.*

Ollo | *Ollo, barbaric warrior from Eternia's past and leader of the Ape Clan, first appeared in "The Time Corridor," the eighth episode of the Filmation MOTU cartoon series (1983).*

Ollyfonts | *Ollyfonts, a nonviolent elephantine people of which Snout Spout was a notable member, where first mentioned in MOTUC canon. While an unused Filmation episode summary called these people "Hosers," in MOTUC canon it was changed to "Ollyfonts" as a play on "elephants."*



Om | *Introduced in the Filmation MOTU cartoon series (1983), Om was a glowing ball of pure energy whose species, which traveled through the universe exploring and observing many worlds, had been born in the fire of stars. Unable to comprehend war, Om once froze a battlefield of warring Eternians and Goblins and then pitted the two strongest warriors from each side (He-Man and Skeletor) against one another in order to determine which side was the wiser.*

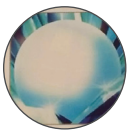
Onnor | *Onnor, a huge underground city located beneath Primus that was the home to the Inner Council and the Vasionic Resonator, was first introduced in the He-Man UK World Annuals.*

Ophidian Spire | *This massive green edifice was a construct of the ancient Snakemen of Eternia which resided deep within the Evergreen Forest. It first appeared in "Second Skin," an episode of the 2002 MYP MOTU cartoon series.*

Or-Ro the Oracle ..... see: Oracle

Oracle | *The Oracle was a Trollan mage who counseled King Grayskull in ancient times and resided deep in the woods near the city of Zalesia. The character first appeared in the 2002 MYP MOTU animated series and then again in the 2002 MVCreations MOTU comics, where a shadow of himself from the past appeared to Orko.*

Oracle's Temple | *The Oracle's Temple (or Oracle's Lair), a strange marble building suspended in the air and guarded by magic, first appeared in "The Power of Grayskull," the 35th episode of the 2002 MYP MOTU cartoon series.*



Orb of Power | *Also called the Orb of All Wisdom, the Great Orb, the Orb of the Elders, or the Orb of Grayskull, the Orb of Power, an omnipotent glowing orb that contained all of the Elders' power and wisdom, first appeared in the Golden MOTU books (1983) and the Kids Stuff MOTU records (1983).*

Orca | *Orca, a domed underwater city in the Guardian Sea of the planet Primus and birthplace of Hydron, was first mentioned in MOTUC canon.*

Orcs | *In the "Masks of Power" MOTU mini-comic, Skeletor sent two small Orcs to retrieve the titular Masks of Power from an ancient ruin for him. Instead, the creatures donned the masks and were possessed, transformed into large, evil demons.*

Order of Damon ..... see: *Damon*

Orkas Island | *Orkas Island, a tropical island in the Ocean of Gnarl on Eternia that was covered in ruins and was home to Clawful's race of crab people, was first introduced in the 2002 MYP MOTU cartoon series.*

Ougraut Spaceport | *The Ougraut Spaceport, a facility on the Eternian island of Anwat Gar during the Great Wars, first appeared in MOTUC canon.*

Outer Stillia Clan | *The Outer Stillia Clan, of whom Icer was a member, was first mentioned in MOTUC canon.*

Overlords, The ..... see: *Overlords of Trolla*

Overlords of the Timeless Dimension ..... see: *Overlords of Trolla*

Overlords of Trolla | *The Overlords of Trolla, which were a council of powerful wizards on Trolla who directed many agents in the conflict between good and evil, were first introduced in the bio canon for MOTUC.*

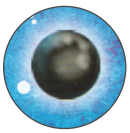
P

Palace of Eternos ..... see: *Eternos Palace*

Paleezea | *Paleezea (sometimes spelled Pelleezeea), a village nestled in the valley somewhere in Eternia's Light Hemisphere, which served as the home to short, furry creatures called the Palleezeans (Stinkor's race), was first introduced in the 2002 MYP MOTU cartoon series.*

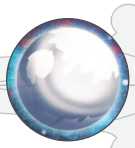
Panther Warriors | *The Panther Warriors mentioned in the bio for the Cat Mask of Catra were based on the Cat-People, guards and soldiers in service to Catra, who appeared in the Ladybird POP books (1985).*

Perpetua ..... see: *Mountains of Perpetua*



Phantos | *Phantos, a planet ruled by Queen Elmora that was famous for its Photanium ore, which could produce the strongest metal in the universe, was introduced in "She-Demon of Phantos," the 5th episode of the Filmation MOTU cartoon (1983).*

Phantrox | *Phantrox, one of the satellites of planet Eternia, first appeared in MOTUC canon.*



Phelibio IX | *Phelibio IX, a planet located inside the Horde Empire and home planet of Mantenna, was first mentioned in MOTUC canon.*

Photanium | *Photanium, a nearly indestructible metal mined on an exported by Phantos, was introduced in "She-Demon of Phantos," the fifth episode of the Filmation MOTU cartoon (1983).*

Photog Emulator | *The Photog Emulator, an invention of Jey (Fearless Photog) was first mentioned in MOTUC canon. The function of the emulator was never revealed.*

Photon Neutralizer | *Optikk's primary weapon, the Photon Neutralizer, first appeared with the vintage Optikk action figure from Mattel's 1990 "He-Man" toyline, with its name first mentioned in the vintage figure's cardback bio.*

Phyll'May-Shun | *Described as a parallel-dimension cluster adjacent to the Central dimension-cluster. Phyll'May-Shun (whose name is a reference to Filmation, the production studio behind the original MOTU and POP cartoon series) first appeared in MOTUC canon.*

Picklock | *Picklock, a good-hearted thief and ally to Skeleteen, was first mentioned in MOTUC canon.*

Pigboy | *Pigboy, a diminutive minion of Skeletor, first appeared in the 1987 live-action Masters of the Universe movie. In MOTUC canon, he grew up to become Slob Boar.*

Pirate Cove | *Pirate Cove, a bay located on the northern edge of the territory belonging to the Free People of Preternia and located close to Anwat Gar, first appeared in MOTUC canon.*

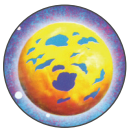
Pixel-Lizard | *The species Pixel-Lizard, of whom Fang was a member, was named as an homage to Pixel Dan, a popular YouTube toy reviewer and Masters of the Universe fan. Pixel-Lizards were first mentioned in MOTUC canon.*

Plains of Perpetua | *A picturesquely beautiful part of Eternia, with uniquely tiered mountains and wide areas of grass covering a hidden maze of caverns, the Plains of Perpetua first appeared in the Filmation MOTU animated series (1983).*

Plagra Station | *A large space outpost located on the very tip of the space controlled by the Horde Empire in the Eternian Dimension, Plagra Station first appeared in MOTUC canon.*

P'Ochek | *P'Ochek, a large red planet located near the edge of the Horde Empire's space, first appeared in MOTUC canon.*

Polar Ice Cap | *The Polar Ice Cap, which was mentioned in the bio for Battleground Teela and appeared on the "Eternia During the Reign of King Randor" poster, may have been based on the Polar Caps of Eternia, which appeared in a storyline featured in the UK MOTU comic magazines (1986). Polar Ice Caps are also present on Etheria, as seen on the "Etheria During the Horde Occupation" poster.*



Polarides | *A large planet located outside of the Horde Empire in the Eternian Dimension, Polarides first appeared in MOTUC canon. It was a relatively dry world with its waters limited to large lakes rather than oceans.*

Polarizer of Shezar | *A spherical object which could control people and sea creatures, project holograms, and shoot black lightning bolts, was first seen in the Brazilian Editora Abril MOTU comics (1986).*

Pool of Bakkull | *The Pool of Bakkull is the body of water that Bakkull, a giant monster that could only be summoned from the depths of the Crystal Sea once every twenty years, emerged from in "Teela's Quest," the sixth episode of the Filmation MOTU cartoon series (1983). It was not referred to as the "Pool of Bakkull" until MOTUC.*

Pool of Shadows | *The Pool of Shadows was originally introduced in the UK MOTU comic magazines (1986) as one of Battle Cat's favorite watering holes. In the 2002 MYP MOTU cartoon (in the episode "The Price of Deceit"), the Pool of Shadows was redefined as a site of magic which lay in the center of cluttered ruins somewhere in the Dunes of Doom in the Dark Hemisphere of Eternia. It was this later iteration of the Pool of Shadows that was referenced in MOTUC canon.*

Porcinians (race) | *Porcinians, Slymepig's race of pig-like creatures, were first named in MOTUC canon.*

Power Orb.....see: Orb of Power

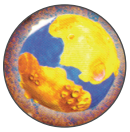
Power Skull | *The Power Skull (or Skull Stone) was a massive skull sculpted by Tytus to serve was the edifice of Castle Grayskull. It was based upon the design of the symbol worn by He-Ro, but it also resembled the Temple of Power on Trolla. The Power Skull was first mentioned by name in MOTUC canon.*

Power Vest | *The Power Vest — He-Man's chest armor — first appeared in the MOTU mini-comics (1982) when it was given to He-Man by the green-skinned Sorceress. In MOTUC continuity, the armor was first referred to as the "Power Vest" and was originally given to Oo-Larr before later being passed down to Prince Adam.*

Preditaur | *The Preditaur, the Arachna mothership that crash-landed on Preternia carrying the evil Queen Tyrantula and her insectoid invaders, was first mentioned in MOTUC canon.*

Preternia | *Preternia, the primordial world of ancient Eternia, where cyborg dinosaurs and giants roamed tumultuous volcanic landscapes, was first mentioned in the MOTU mini-comics (1983).*

Preternia Chamber of Castle Grayskull | *The Preternia Chamber of Castle Grayskull can be seen on the MOTUC Castle Grayskull map. It was a hidden room accessible only through a secret passage. It contained a statue of King Grayskull and a hologram of the planet Eternia and her moons as they appeared when the supercontinent Preternia still existed. The chamber stood over the Hall of He-Men and the training room.*



Primus | *The planet of Primus first appeared across numerous media with the debut of the New Adventures of He-Man cartoon and toyline, where it served as one of the primary central locations of He-Man's adventures.*

Prince Dakon | *Prince Dakon first appeared in "The Secret Liquid of Life," an issue of the MOTU mini-comics (1983), where he was a childhood friend of Prince Adam's and a highly capable warrior and swordsman. In MOTUC canon, he became the prince of Vaderia, located close to Geldor's kingdom of Foodar on Eternia.*

Prince Defiant | *Prince Defiant, royalty from an unknown distant kingdom, set out to join the Great Rebellion but was briefly captured by Catra. He was introduced in "The Queen of the Ball," a story from the Golden POP books (1985).*

Prince Emil | *Prince Emil, first mentioned in the MOTUC bio for the Shield of Grayskull, is a nod to Emiliano Santalucia, artist from the 2002 MVCreations MOTU comics and artist/designer for various MOTU products over the years. Santalucia co-created the character Illumina alongside Val Staples (see Prince Valor).*

Prince Highcliff | *Prince Highcliff, son of King Storm of Blue Mountain, an old family friend of the royals at Castle Bright Moon, first appeared in "Glimmer's Story," the 41st episode of the Filmation POP cartoon (1985), where he was arrested by the Evil Horde and replaced by an impostor, False Face.*

Prince Umber | *Prince Umber, son of Glimmer and brother to Princess Amber, was first introduced in MOTUC canon.*

Prince Valor | *Prince Valor, first mentioned in the MOTUC bio for the Shield of Grayskull, is a nod to Val Staples, the former owner of He-Man.Org and event director for Power-Con, as well as the writer and lead on the 2002 MVCreations MOTU comics, and creator on various MOTU products over the years. Staples co-created the character Illumina alongside Emiliano Santalucia (see Prince Emil).*

Prince Zed | *Prince Zed, spoiled son of Horde Prime and nephew to Hordak, first appeared in "The Peril of Whispering Woods," the 11th episode of the Filmation POP cartoon series (1985).*

Princess Alliance | *The Princess Alliance, originally formed to protect Etheria from the Evil Horde, was first introduced in the Netflix animated series She-Ra and the Princesses of Power (2018). Its members included Angella, Netossa, and Spinnerella, among others.*

Princess Amber | *Princess Amber, daughter of Glimmer and sister to Prince Umber, was first introduced in MOTUC canon.*

Princess Kirma | *Princess Kirma, a courageous fully sentient robot and sovereign of the planet Voltur, was first introduced in issue #28 of the Brazilian Editora Abril MOTU comics (1986).*

Princess Luna | *Princess Luna, who lived on the moon of Elidor and guarded the powerful Moon Jewel, was first introduced in the UK POP comic magazines (1986).*

Princess Naka-Ra | *Princess Naka-Ra, daughter of Kartan and object of desire for the disfigured priest Sibor (Wrap Trap) was first introduced in MOTUC canon. She was inspired by Princess Ananka from Universal Pictures' The Mummy's Curse (1944).*

Princess Nami | *Princess Nami, ruler of the City of Aquatica who was once captured by Mer-Man, who took possession of her kingdom and the Pearl of Power, first appeared in "City Beneath the Sea," the 51st episode of the Filmation MOTU cartoon series.*

Princess Rana | *Princess Rana, the rightful ruler of Targa, which the evil Lodar had turned into a city of slaves, was introduced in the MOTU mini-comics (1983).*

Princess Vess | *Princess Vess, an Eternian ruler who was captured by Skeletor and rescued by Lord Dactus, Chief Carnivus, and Clamp Champ, was first mentioned in MOTUC canon.*

Prison Starr | *The Prison Starr was first introduced in the UK World MOTU annuals (1984) as a vast spaceship that served as a prison for countless criminal creatures. In the UK MOTU comic magazines (1986), "Prisonstar" was a gigantic, intergalactic prison complex where the most dangerous criminals in the universe were incarcerated.*

Q

Qadians | *Qadians, a race of feline people led by Chief Carnivus who lived in the village of Felis Qadi and the settlement of Felis Folia, were first introduced in the MYP MOTU cartoon series (2002).*

Quagmire Swamp | *Quagmire Swamp (a.k.a. Quagmi Swamp), a stinking swamp on Denebria and home to Slush Head, was first introduced in the New Adventures of He-Man cartoon series (1990) as well as the German Ehapa MOTU comics (1987).*

Quartzara | *A female Rock Warrior, Quartzara first appeared in the MOTU mini-comic "Escape From The Slime Pit" (1983), but her name was not revealed until Tallstar's bio in MOTUC canon.*

Queen Amelia | *Queen Amelia, wife of King Miro, mother of King Randor, and step-mother of Keldor (who killed her), first appeared in "The Secret Origin of Skeletor! Fate and Destiny," the fourth issue of the MOTUC mini-comic series. Her name is a nod to Amelie' de Orleans, the last Queen Consort of Portugal.*

Queen Andreeno | *Queen Andreeno, who ruled the Andreenids (Buzz-Off's species) from her throne in the city of Andreenos on Eternia, was first introduced in the 2002 MYP MOTU cartoon series.*

Queen Balina | *Queen Balina, who ruled Targa on Eternia and wished to conquer King Thales' kingdom of Operon, first appeared in "A Tale of Two Cities," the 31st episode of the Filmation MOTU cartoon (1983).*

Queen Elmora | *Queen Elmora, the kindhearted ruler of Phantos and friend to He-Man, was introduced in "She-Demon of Phantos," the fifth episode of the Filmation MOTU cartoon series.*

Queen Iandir.....see: *Iandir*

Queen Maligna | *Queen Maligna, mother of Evil-Lyn, was first mentioned in MOTUC canon. The name Maligna is a nod to Evil-Lyn's name from her vintage figure's Brazilian release, as well as the name used in her media appearances in Brazil.*

Queen of the Mytes | *In MOTUC canon, "Queen of the Mytes" was a title bestowed upon Mara after she helped the Mytes — a short, orange-skinned race native to the planet Necron — in their fight against Crita.*

Queen Ophidia | *Queen Ophidia, mother of Lady Slither, was first mentioned in MOTUC canon. Her name is based on the word "ophidian" for snake.*

Queen Quintessa | *Mother of Hordak, Horde Prime, and Horde-Or, Queen Quintessa was first mentioned in MOTUC canon.*

Queen Sparkle | *Introduced in the Filmation POP cartoon series (1985), Queen Sparkle ruled the Twiggets in Twigget Village alongside her husband, King Sprite. A jealous sort, Queen Sparkle would threaten her husband with a rolling pin whenever he eyed another female.*

Queen Tyrantula | *Queen Tyrantula, an ancient Preternian villain from the same Arachna race as Webstor, was first mentioned in MOTUC canon.*

Queen Zal | *Queen Zal, ruler of the crystalline world known as Zal-Kron, was introduced in the Brazilian Editora Abril MOTU comics (Issue 28, March 1987), where Skeletor once sent her world on a collision course with Eternia.*

Quick Flick | *Quick Flick, a Snake Men archer, first appeared in the MOTUC mini-comic "The Fall of Eternia Part Three: The Third Ultimate Battleground!", which was published in 2014. The character's name was not revealed until he was mentioned in Terroar's bio.*

R

Radiation Rifle | *The Radiation Rifle was established as Lizorr's weapon of choice dating back to the UK He-Man Annual from 1990.*

Ra-Jar | *Ra-Jar, a six-armed swordsman and member of Lady Slither's Revenge Squad, was one of the finalists in Mattel's MOTUC 2012 Create-A-Character contest. He made his official canon debut in "He-Man and Skeletor – Their Final Battle," the fifth issue of the MOTUC mini-comics series (2014).*

Raknus | *Webstor's father Raknus was first mentioned in MOTUC canon.*

Ramlin | *Ramlin, an evil wizard that possessed the power to drain others of their magic if they attacked him, was introduced in "The New Wizard in Town," an episode of the New Adventures of He-Man cartoon series (1990).*

Ram Man II | *Ram Man II, a member of King He-Man's new Masters of the Universe, made his debut in "The Fall of Eternia Part One: Homecoming," the sixth issue of the MOTUC mini-comics (2015).*

Rattle Trap | *The Rattle Trap, a slithering, segmented spy vehicle controlled by the Snake Men via voice commands and designed to move over rough terrain, first appeared in the US MOTU magazines (1985).*

Raven | *Raven, Skeletor's winged spy that could only communicate in sentences that rhymed, was introduced in "The Energy Beast," the 67th episode of the Filmation MOTU cartoon (1983).*

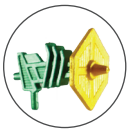
Reawakening, The | *The Reawakening, a great magical event in which many dead heroes and villains of Eternia returned to life, was first introduced in the bio canon for MOTUC.*

Rebrunk Nurus | *The Rebrunk Nurus, an insectoid race of aliens from the planet Phelibio IX of whom Mantenna was a member, were introduced in the MOTUC canon.*

Red Beast | *Red Beast was first seen fighting alongside King Randor and King Miro in "The Powers of Grayskull Part Three: Battle for the Fate of the Universe!" the third issue of the MOTUC mini-comics (2012). His look was based on an unused character design from the vintage MOTU toyline.*

Red Lake | *The Red Lake, located in the Darkmor Mountains, was introduced in "The Red Stone of Darkmor," one of the UK POP Mini World Books (1986).*

Red Shadow | *Red Shadow was one of King Grayskull's Masters of the Universe during the Great Wars and the first Ultimate Battleground. He was introduced in the MOTUC mini-comic "The Powers of Grayskull, Part Two: The First Ultimate Battleground!", where he was shown attending He-Ro's funeral.*



Refraction Laser | *Granita's gun was first given the name Refraction Laser in MOTUC.*

Region of Volcanoes | *The Region of Volcanoes first appeared in "The Volcanic Ray," the Estrela Brazilian POP mini-comic included with the Kowl figure in Brazil (1988).*

Regula Mountain Range | *A mountain range in Denebria, the Regula Mountain Range first appeared in the UK IP World Annuals (1990).*

Relay the Manchine | *Relay, the adorable Manchine puppy with the ability to fly, first appeared in the Filmation MOTU/POP Animated Christmas Special (1985).*

Reptilax | *Reptilax first appeared as an unnamed Snake Man in "King of the Snake Men," one of the Mattel MOTU mini-comics (1985). He was given a name given by MOTU artist Axel Giménez and made a member of the Diabolical Snakes in MOTUC canon.*

Reptile Men | *The Reptile Men, a barbaric but technologically advanced green-skinned race that dwelled in some of the more hospitable parts of the Sands of Time, first appeared in "House of Shokoti, Part 1," the 40th episode of the Filmation MOTU cartoon series.*

Reptons | *Reptons, Kobra Khan's race of snake people on Eternia that were ruled by King Pythos, first appeared in "The Cold Zone," the 130th episode of the Filmation MOTU cartoon series.*

Revenge Squad | *The Revenge Squad, an evil force in service to the Unnamed One and commanded by Lady Slither, first appeared in MOTUC canon.*

Rhinotaurs | *Custar's race of Rhinotaurs, centaur-like beings with the body of a rhinoceros and the torso and face of a man, were first mentioned in MOTUC canon.*

Riders of Morc | *The Riders of Morc, dangerous and demonic evil warriors who conquered the otherworldly realm of Morc and came into conflict with He-Man after arriving in Eternia via an interdimensional gate, first appeared in the German Interpart-Condor MOTU comics (1984).*

Rod of Power ..... see: *Staff of Power*

Robert Cassius | *Robert Cassius, a former Eternian Royal Guard who betrayed his post and helped Skeletor orchestrate a plot against the kingdom, first appeared in the MOTU newspaper strips (1986), where he was called Robert the Traitor. The last name Cassius, introduced in MOTUC canon, was inspired by the name of the Roman senator and general who was one of the leading instigators in the plot to assassinate Julius Caesar.*

Robo-Woman | *Robo-Woman, one of the Defenders of Trolla who guarded the Temple of Power against the Revenge Squad, was first introduced in "He-Man and Skeletor – Their Final Battle," the fifth issue of the MOTUC mini-comics series (2014).*

Robotica | *Roboto's home planet of Robotica was first introduced in "Happy Birthday Roboto," the 113th episode of the Filmation MOTU animated series. In MOTUC continuity, it was no longer Roboto's home but was instead a planet whose technology was utilized by Man-At-Arms to build Roboto.*

Rock Temple | *The Rock Temple, which was located within the underground kingdom of Spelea and was therefore likely the temple of Ceratus, first appeared in MOTUC canon.*

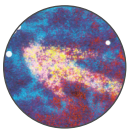
Rockmen Kingdom | *The underground, labyrinthine Rockmen Kingdom, which was located beneath the ruins of Eternos and close to the abyss below Castle Grayskull, first appeared in MOTUC canon.*

Rod of Hordeous | *The Rod of Hordeous was first mentioned in MOTUC canon. (See: Hordeous)*

Rogelio | *Rogelio, a supporting character in the Netflix series She-Ra and the Princesses of Power, is a member of the Horde who received training at the same time as Adora and Catra.*

Room of Recuperation | *The Room of Recuperation, an advanced medical facility located in Eternos Palace, first appeared in the Brazilian Estrela MOTU mini-comics (1986).*

Rubeusss | *Rubeusss, a Repton who served as a member of the Eternian Palace Guards, was first mentioned in MOTUC canon. His name was derived from the scientific name for a Ruby-Eyed Pit Viper (Cryptelytrops Rubeus).*



Rue-Ban | *Rue-Ban, a cluster of stars located in the region of space between the planet Earth and the Horde Empire, first appeared in MOTUC canon.*

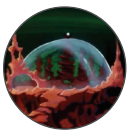
S

Sabe-Or | *Sabe-Or, the green-furred, orange-striped demigod son of Saz, was first mentioned in MOTUC continuity. The character is directly based on the "Battle Cat Man" concept first seen in artwork created by Gerald Parel and fully revealed in the 2015 book, The Art of He-Man and the Masters of the Universe by Dark Horse.*

Sagitar | *Sagitar, the powerful and heroic half-horse, half-human warrior from the planet Equinos, was introduced in the New Adventures of He-Man cartoon series (1990) and the Mattel "He-Man" toyline.*

Saint Bodhan | *Saint Bodhan, an important religious figure on Primus, was first mentioned in the Italian Magic Boy Comics. In one instance, Bodhan's name was called upon by Nocturna when he asked for strength to fight what he believed was a monster.*

Salaria | *Salaria, daughter of King Grayskull and Queen Veena, was a character introduced in MOTUC continuity. The name is a nod to Rebecca Salari Taylor, designer/illustrator of the vintage Castle Grayskull playset stickers and the wife of MOTU toy designer Mark Taylor.*



Salineas | *Salineas (also known as the Sunken City), the domed undersea home to Mermista and her father King Mersia, was introduced in the Filmation POP cartoon series (1985).*

Sands of Fire | *The Sands of Fire, a desert covered with sand dunes that hurled large balls of flame into the air and was located inn Eternia's Dark Hemisphere near the Ruins of Zalesia, was introduced in the 2002 MYP MOTU cartoon series.*

Sands of Time | *The Sands of Time, a desolate desert landscape on Eternia, was featured in multiple media (including the MOTU mini-comics, Filmation MOTU cartoon series, Golden MOTU books, and Ladybird MOTU books) when Masters of the Universe was first introduced.*

Saryn | *A Gar handmaiden who adored but ultimately betrayed King Grayskull, Saryn, mother of Keldor, was introduced in the DC MOTU comics (2012).*

Satma | *Satma, ruler of the Hyperspace Dimension who commanded an army of monstrous warriors, was introduced in the German MOTU audio play episode 34, "The Kingdom of Terror."*

Saw Tooth | *Saw Tooth, a member of Skeleteen's Evil Warriors, first appeared in "The Fall of Eternia Part Two: The Trouble with Time Travel," the seventh issue of the MOTUC mini-comics series (2015).*

Saz | *Saz, a blue-furred feline god of the multiverse who created the humanoid cat races and four-legged feline species, was first mentioned in MOTUC canon. The name "Saz" was first referenced by King Paw in "The Cat & the Spider," the 66th episode of the Filmation MOTU cartoon, and the character's blue-furred visual appearance was inspired by the blue cat face on the Central Tower of the vintage Mattel Eternia playset.*

Scepter of Riptalon | *Hunga the Harpy's scepter, which she wielded in the Filmation POP cartoon series, was first given the name "Scepter of Riptalon" in MOTUC canon.*

Scorched Valley | *The Scorched Valley, named as such because it was literally scorched by the breath of the dragon Solvor, was first mentioned in "The Diamond Stone," a 1986 Dutch audio cassette story from the Netherlands.*

Scorpion Hill | *In the UK World POP Annuals (1985), Scorpion Hill was the underground palace of Scorpia and was located in the Etherian wastelands known as the Crimson Waste. In the Filmation POP cartoon (1985), Scorpion Hill was a mountain (with a secret cave that served as Scorpia's personal refuge) located in the Forbidden Zone.*

Scorpioni | *Scorpioni, Scorpia's race of powerful warrior women with clawed hands and stinging armored tails, were first mentioned in MOTUC canon.*

Screamatoria | *While the Witches of Fire were a faction first mentioned in the Filmation He-Man and the Masters of the Universe cartoon episode "The Dragon's Gift," their members, including Screamatoria, were not given individual names until MOTUC canon.*

Scrollos | *Scrollos, Keeper of the Scrolls who was tasked with chronicling all the battles between good and evil in the universe, was introduced in the UK MOTU comic magazines (1986), where he introduced each issue, answered fan questions, and even appeared as a character in some of the later stories*

Sea of Rakash | *The Sea of Rakash, one of many seas on Eternia, was first introduced in the 1983 Ladybird MOTU books. It appeared again in the 1986 Marvel Star MOTU comics, but it wasn't until its appearance in the 2002 MYP MOTU cartoon that the Sea of Rakash was depicted as the location of Mer-Man's home and undersea kingdom.*

Sea of Sighs | *The Sea of Sighs, a body of water on Etheria where Octavia was stationed while in service to Hordak, was first introduced in MOTUC canon.*

Seclapoid | *Seclapoids, a carnivorous Eternian species immune to the mind-control powers of Beast Man, were first mentioned in MOTUC canon.*

Serpent Goddess.....see: *Serpentia*

Serpentia | *The Snake Goddess Serpentia, an arrogant and dismissive Medusa-like deity, first appeared in the tenth issue of the Italian Magic Boy magazines (1990). The name "Serpentia" was first given to the character in MOTUC canon.*

Serpentian Staff | *King Hssss' Serpentian Staff first appeared with the King Hiss action figure in the vintage MOTU toy line, but was not given an official name until MOTUC canon.*

Serpos | *Serpos, the enormous, three-headed serpent god worshipped by the Snake Men in Eternia's past, was introduced in the 2002 MYP MOTU cartoon series.*

Shadow Circle | *The Shadow Circle, a group of mystics assembled by Hordak whose combined power helped him create the Tablet and Triad of Separation, was first mentioned in MOTUC canon.*

Sharella | *Sharella, an archer, warrior, and ally to He-Ro and Eldor who eventually wed He-Ro, was transformed into the Goddess after being wounded by Quick Flick in MOTUC mini-comic #8 ("The Fall of Eternia Part Three: The Third Ultimate Battleground!"). She was first mentioned in the 1987 MOTU style guide. See also: the Goddess.*

Shezar | *Shezar, a blue-scaled aquatic being and former princess of the destroyed planet Antar, was introduced in the Brazilian Editora Abril MOTU comics (issue 17), where she kidnapped several Eternian women in hopes of repopulating her species.*

Sh'Gora | *Sh'Gora, a powerful demon from another dimension who had watched Eternia for eons and wished to conquer it, was introduced in "To Save Skeletor," the 75th episode of the Filmation MOTU cartoon series.*

Shimnavits | *Shimnavits, a race of creatures from the ruined planet Trannis, first appeared in "Quest for He-Man," the 19th episode of the Filmation MOTU cartoon series (1983).*

Shuttle Pods | *Shuttle Pods, also known as Dreadwings, were utilized by the Space Mutants to attack their enemies in large numbers. They were first introduced in the 1990 New Adventures of He-Man animated series.*

Siege of Zot..... see: Zot

Sight of Standor | *The Solar Goggles, which possessed the Sight of Standor, revealing the unlimited chaotic potential of all things as well as the orderly cosmic energy linking everything to a divine formula, was first mentioned in MOTUC canon.*

Silax | *Silax, a planet known for having the best hunters, warriors, and trappers in the universe, as well as the home of Huntara, was first mentioned in "Huntara," the 45th episode of the Filmation POP cartoon.*

Silver Storm | *Storm, Catra's gray winged horse, was released as a figure in the vintage Princess of Power toyline in 1985. In the POP mini-comics (1985), Storm was white and lacked wings, and in the Golden POP books (also 1985), Storm was black and also wingless. "Silver Storm" was a re-release of the original Storm figure, colored silver instead of gray, and released in 1987 in the vintage POP toyline.*

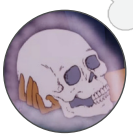
Singing River | *According to the Filmation POP cartoon (1985), King Jerod taught a river on Etheria how to sing, and this legend was passed down by Etherian storytellers and bards such as Bow. In the Golden POP books (1985), the Singing River, the largest river on Etheria, stretched from coast to coast on the western continent and passed through the Whispering Woods.*

Siren | *In "Siren's Song," the eighth episode of the 2002 MYP MOTU cartoon series, Evil-Lyn disguised herself as Sersi, a siren, in order to mind-control Ram Man.*

Skeleteen | *Skeleteen (real name Malkyn), the future son of Skeletor and Evil-Lyn, was a character introduced in MOTUC bio canon as well as the accompanying mini-comics. The character originated as the intended antagonist for the unproduced Filmation "He-Ro, Son of He-Man" cartoon series (1996).*

Skeleton Warriors | *Skeleton Warriors, an army of undead creatures created by Skeletor that possessed a small measure of fighting and piloting skill, were introduced in the MVCreations MOTU comics series (2002).*

Sko River | *The Sko River, a body of water located on Eternia, was introduced in the Italian Più Magazines (1983).*



Skrying Skull | *Shokoti's Skrying Skull first appeared in "The House of Shokoti, Part Two," the 41st episode of the Filmation MOTU cartoon (1983). The glowing skull, which allowed Shokoti to spy on others, was given its name in MOTUC canon.*

Skuldor | *Skuldor, a long-forgotten space base located on Denebria's hollow moon, first appeared in the 1990 "He-Man" toyline.*

Skull Path | *In the Filmation POP cartoon, the Skull Path , which led to the Shadow Kingdom, was a dangerous trail on Etheria that was lined with numerous bones and skulls. In MOTUC canon, the heavily-guarded path led to a skull-shaped edifice in the Horde-occupied territory of Etheria.*

Skull Stone | *The Power Skull (or Skull Stone) was a massive skull sculpted by Tytus to serve as the edifice of Castle Grayskull. It was based upon the design of the symbol worn by He-Ro, but it also resembled the Temple of Power on Trolla. The Power Skull was first mentioned by name in MOTUC canon.*

Skullkor | *Skullkor was an unused concept character created by Four Horsemen Studios during their design work for Mattel's 2002 relaunch of MOTU. The character did not become a part of official canon until he was mentioned in the bio for Legendary Overlord Skeletor in 2020.*

Skydancer Mountain | *Skydancer Mountain, a majestic mountain peak crowned by the Crystal Castle on Etheria, appeared in the Filmation POP animated series, the POP mini-comics, and the UK World POP Annuals (all 1985).*

Skylander | *Skylander and his tree-like people known as Skylanders, who lived on floating island on Etheria called Skyland, were introduced in "Above it All," the 74th episode of the Filmation POP cartoon.*

Skytree | *Skytree, rumored to be older and wiser than Granamyr and supposed father of the forests of Eternia and also the soul of everything green and good, first appeared in "The Dragon's Gift," the 34th episode of the Filmation MOTU cartoon series.*

Slave City | *Slave City, a metropolis located in the northern corner of Preternia's Snake Territory very close to the border of the Dragon Territory, first appeared in MOTUC canon.*

Slavemaster | *The Slavemaster, an intergalactic cyborg criminal who traveled from one planet to another, capturing and enslaving the inhabitants to mine precious minerals for him, first appeared in "Orko's New Friend," the 109th episode of the Filmation MOTU cartoon (1983).*

Slebetor Slug-man | *Leech's species of Slebetor Slug-men was first introduced in MOTUC canon.*

The Sleeping Beast | *The Sleeping Beast, a hideous creature summoned by Shokoti from a tar pool within the House of Darkness, first appeared in "The House of Shokoti, Part Two," the 41st episode of the Filmation MOTU cartoon (1983).*

Slime of Evil | *Slime of Evil, a repugnant substance used in Hordak's Slime Pit that, when poured over a captive, stripped him or her of all will and turned them into an angry, monstrous, mindless slave, was introduced in the 1983 MOTU mini-comics and toyline.*

Slime Pit | *The Slime Pit, a gruesome structure located at the bottom of Hordak's dark domain on Etheria, was first introduced as a playset within the vintage MOTU toyline and the Mattel MOTU mini-comics (1983). Slime from the pit turned its victims into mindless slaves compelled to do Hordak's bidding.*

Slob Boar | *Slob Boar was the grown-up name of Pigboy, a background character in the live-action 1987 Masters of the Universe movie. Slob Boar was first mentioned in MOTUC canon, but originated in the series bible for the unproduced Filmation "He-Ro, Son of He-Man" cartoon series (1996).*

Slydira.....see: *Lady Slither*

Slymepig | *Slymepig, a kind creature who happily made his home in the Slime Pit on Beast Island, first appeared in "Loo-Kee's Sweety," the 71st episode of the Filmation POP cartoon series.*

Snake Clan | *The Snake Clan, a race of people who coexisted peacefully alongside the Ape Clan in Eternia's ancient past, first appeared in "The Time Corridor," the eighth episode of the Filmation MOTU cartoon series.*

Snake Goddess.....see: *Serpentia*

Snake Lair | *The Snake Lair, fortress of Lady Slither on Trolla after the Unnamed One sent her there to seize the Overlords' Temple of Power, first appeared in MOTUC canon.*

Snake Pit | *The Snake Pit, a portal located beneath Snake Mountain from which Kobra Khan and Evil-Lyn freed the Snake Men after they had been imprisoned in the Void by Zodak and the Council of Elders, first appeared in the 2002 MYP MOTU animated series.*

Snake Strike Squad | *The Snake Strike Squad, a newly created unit of fighters who served King Hssss during the Second Ultimate Battleground, were first mentioned in MOTUC canon.*

Snarrrlll the Snow Thief | *Snarrrlll the Snow Thief was a new character who appeared on the battlefield fighting alongside the Evil Horde and the Snake Men in "The Powers of Grayskull Part Three: Battle for the Fate of the Universe!," the third issue of the MOTUC mini-comics. His name originated as an answer to a question in a Mattel Q&A.*

Snave | *According to the UK MOTU comic magazines (1986), Snave was a technologically-advanced world from which the Heroic Warrior Sy-Klone originated. In MOTUC canon, it was a small gray planet located inside the Eternian dimension and there were no mentions of any ties between the planet and Sy-Klone.*

Snow Dwarfs of Crystal Mountain | *The Snow Dwarfs, wise and magical elders who lived in a citadel at the top of Crystal Mountain on Eternia, first appeared in the Ladybird MOTU book story "The Curse of Crystal Mountain" (published in 1985).*

Solar Sailor | *The Solar Sailor, Sea Hawk's stealthy pirate ship that was both a seagoing vessel and a flying ship, first appeared in "The Sea Hawk," the seventh episode of the Filmation POP cartoon series.*

Songster | *Songster, a cosmic troubadour with a gift for song and storytelling, served as the singing narrator of the live-action Power Tour, a theatrical spectacular that toured the U.S. in 1987.*

Son of Skeletor.....see: *Skeleteen*

Sorcerer Kings | *"Sorcerer Kings" were first mentioned in "The Time Wheel," the 97th episode of the Filmation MOTU cartoon (1983), where King Tamusk, who believed that strength determined a leader and attempted to battle King Randor when he found himself in present-day Eternia, was said to be the last of Eternia's Sorcerer Kings.*

Sorcerer of Castle Grayskull, The | *The Sorcerer of Castle Grayskull, mentioned in the epic poem entitled "The Defender's Crusade," first appeared in MOTUC canon. The character was inspired by the appearance of the portrait of a male sorcerer in "Shaken to the Core," a story in the MOTUC newspaper strips (1986).*

Southern Plain | *The Southern Plain, located south of the Village of Veridas and Eternos Palace and north of the Polar Ice Cap on Eternia, first appeared in MOTUC canon.*

Spalia Gate | *The Spalia (or Spelia) Gate, the entryway to the underground Spalia/Spelia Kingdom and the Rock Temple in Subternia, was first seen in MOTUC canon.*

Spalia Kingdom | *Spelea (Spalia), a vast cavern that contained the underground Kingdom of the Speleans as well as a great forge where the Speleans crafted steel weapons, first appeared in the 2002 MYP MOTU cartoon series.*

Spelea / Speleans | *Speleans, a race of bat-like people ruled by Lord Dactus in the caverns of Subternia, first appeared in the 2002 MYP MOTU cartoon series. Spelea appeared to be a vast cavern that contained a great forge where the Speleans crafted steel weapons.*

Spell of Light | *The Spell of Light, which Skeletor used to summon Ninja Warrior to Eternia, was first mentioned in MOTUC canon.*

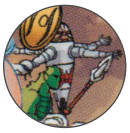
Spell of Separation | *The Spell of Separation, which led to the creation of the Light and Dark Hemispheres of Eternia, was first mentioned in "Separation," an episode of the 2002 MYP MOTU cartoon series.*

Spellstone | *The Spellstone, located in the Temple of the Fire People and capable of giving its holder tremendous power over the elements, was introduced in "The Curse of the Spellstone," the seventh episode of the Filmation MOTU cartoon (1983).*

Spherical Astrolabe | *The Spherical Astrolabe, a floating magical artifact kept in Castle Grayskull's Main Library and Ancient Observatory, first appeared in MOTUC canon.*

Sphinx | *The Sphinx, a mysterious and powerful creature from the wild lands of Eternia, was introduced in the 2005 MOTU Defender of Grayskull game.*

Spikeheart | *Spikeheart, a desolate land filled with mountains and harsh rock that was situated on the planet Etheria, was a barren realm that was later populated by the Trolls after the Evil Horde invaded the planet. It first appeared in "The Crystal Castle," the 22nd episode of the Filmation POP cartoon series.*



Spin Whiz | *Spin Whiz was a new character who appeared on the battlefield fighting alongside the Heroic Warriors and the Evil Warriors in "The Powers of Grayskull Part Three: Battle for the Fate of the Universe!," the third issue of the MOTUC mini-comics. His name originated as an answer to a question in a Mattel Q&A, where it was stated that the character was a reprogrammed Horde hunter robot.*

Spinwit | *Spinwit, a cocky and wisecracking member of the Galactic Guardians who possessed a pair of metal wings that he could spin fast enough to create a controlled tornado or redirect laser blasts, was a character created for the New Adventures of He-Man cartoon series (1990).*

Spirit of the Ancients ..... see: *The Ancients*

Spoo | *Spoo, a culinary favorite of the Twiggets, was introduced in "Gateway to Trouble," the 35th episode of the Filmation POP cartoon series (1985). Writer J. Michael Straczynski used a food known as "spoo" again in his science fiction series Babylon 5, in which it was identified as a meat based product produced by the Centauri Republic.*

Sprint | *Introduced in "A Loss For Words," the 17th episode of the Filmation POP cartoon series (1985), Sprint was a lively, friendly, nimble, and quick Twigget who was also over-confident and cocky. A supporter of the Great Rebellion, Sprint relied on his agility to escape danger.*

Spunky | *Spunky, a young and innocent Twigget who idolized Bow, was introduced in "Portrait of Doom," the 88th episode of the Filmation POP cartoon series (1985). He admired Bow for his skills in archery, music, and sleight of hand.*

Sprag | *Sprag, a boisterous, clever, witty, and loyal Twigget who lived in the Whispering Woods and was always willing to assist the Great Rebellion, first appeared in "Into Etheria," the first episode of the Filmation POP cartoon series.*

Spritina | *Spritina, a shy, timid, sweet, and kind-hearted Twigget who lived in the Whispering Woods and did not let her low self-esteem keep her from aiding the Great Rebellion, first appeared in "Beast Island," the second episode of the Filmation POP cartoon series.*

Sprocker | *Sprocker, a big-hearted and chubby Twigget who lived in the Whispering Woods and harbored a secret infatuation with Adora, first appeared in "Beast Island," the second episode of the Filmation POP cartoon series.*

Spydra | *Spydra, an evil witch from Eternia with close ties to Azrog (a wizard and notorious criminal from Trolla), first appeared in "The Return of Orko's Uncle," the 23rd episode of the Filmation cartoon series (1983).*

Squall | *Squall, Admiral Scurvey's spoiled, one-eyed orange cat who was also averse to water, first appeared in "Anchors Aloft, Part 1," the 59th episode of the Filmation POP cartoon (1985).*

Squonge | *Introduced in "Orko's New Friend," the 109th episode of the Filmation MOTU cartoon series (1983), Squonge was an old friend of Orko's who tended to exaggerate the truth and lacked confidence in his own abilities.*

Staff of Avion | *The Staff of Avion, which was released as a bonus accessory with the Icer figure in 2013, was introduced in the 1983 Filmation MOTU cartoon episode "Reign of the Monster" (episode 16) and had the power to release Molkrom, the monster god of the Targs. This was in contrast to the Emerald Staff of Avion introduced in the MOTU mini-comics that same year, which had a different design and gave the Bird People of Avion the ability to fly.*

Staff of Power | *The Staff of Power (a.k.a., the Rod of Power), the Sorceress of Grayskull's primary weapon and one of five magical objects taken to the Starseed in ancient times and allowed to absorb some of the seed's powers, first appeared with the Sorceress action figure in the vintage Mattel MOTU toyline, although it wasn't referred to as "The Staff of Power" until MOTUC canon.*

Staff of Transformation | *He-Ro's staff was first given this name in MOTUC canon.*

Staff of Veena | *Queen Grayskull's staff was first given this name in MOTUC canon.*

Staghorn | *Staghorn, a quick-tempered and untrustworthy member of the Space Mutants whose primary weapon was a large pair of metallic antlers attached to his helmet, was a character created for the New Adventures of He-Man cartoon series (1990).*

Star Harvest | *The Star Harvest, the creation of the universe using the starseeds, was first mentioned in MOTUC canon.*

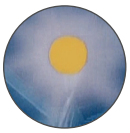
Star Seed ..... see: *Starseed*

Star Staffs | *While the Star Staffs have been linked to the Star Sisters going all the way back to mid-80s poster art, the name "Star Staffs" and the telepathic bond they created between the sisters were introduced in MOTUC canon.*

Star Tree | *The Star Tree, which grew from the liquefied energies gleaned from the Power of the Universe by the Overlords of the Timeless Dimension, who built the Temple of Power around the tree to keep it and the Aura of the Gods safe, was first mentioned in MOTUC canon.*

Star Merchants | *Star Merchants, traders and salespeople who came to ancient Eternia selling goods and livestock, including Griffins, were first mentioned in MOTUC canon.*

Starburst Cape | *The Starburst Cape mentioned in the MOTUC bio for Starla was a reference to the Starburst She-Ra action figure released in the vintage Mattel POP toyline in 1986. This particular She-Ra figure came dressed in a two-sided cape that was pink on one side, and gold with a starburst design on the other.*



Starseed | *The Starseed (or Star Seed), a small yellow sphere containing a portion of the power from the explosion that created the universe, was introduced in "The Search," the 36th episode of the Filmation MOTU cartoon (1983).*

Starship Eternia | *Starship Eternia, the flagship of the Galactic Warriors which was used by Captain Darius and Icarius to travel into the past and recruit He-Man, was introduced with the launch of the New Adventures of He-Man cartoon series (1990) and the show's related tie-in media. It was also produced as a toy in the Mattel "He-Man" toyline (1990).*

Steel Kill | *A gargantuan Horde robot that was defeated by Tallstar during the End of Wars, was a 1985 Mattel MOTU toy concept that never made it to production.*

Stillia | *Stillia (or Stilia), the home village of the yeti-like Kulatak people in the Ice Mountains, first appeared in the 2002 MYP MOTU cartoon series.*

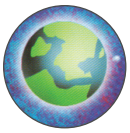
Sting Lance | *The Sting Lance was a weapon carried by Buzz-Off as seen in "Disappearing Dragons," the 79th episode of the Filmation MOTUC cartoon series (1983). The lance was capable of emitting bolts of electricity which Buzz-Off referred to as the "Electro Sting."*

Sting-Or | *Sting-Or was an unused concept character created by Four Horsemen Studios during their design work for Mattel's 2002 relaunch of MOTU. The character did not become a part of official canon until he was mentioned in the bio for Legendary Overlord Skeletor in 2020.*

Stingrad | *Stingrad, Buzz-Off's chief counselor in the honeycombed city of Andreenos, was introduced in the 2002 MYP MOTU cartoon series.*

Stone of Protection | *While the Stone of Protection, a mystic gem embedded in She-Ra's Sword of Protection, first appeared in She-Ra's earliest appearances, it was not referred to as the Stone of Protection until MOTU media.*

Strettch Nek | *Strettch Nek was a new character who appeared on the battlefield fighting alongside the Evil Horde and the Snake Men in "The Powers of Grayskull Part Three: Battle for the Fate of the Universe!," the third issue of the MOTUC mini-comics. His name originated as an answer to a question in a Mattel Q&A. His look was based on an early concept design for Rattlor by Roger Sweet.*



Strug | *Strug, a small green planet deep within the Horde Empire situated close to the sovereign planet of Horde World, first appeared in MOTUC canon.*

Styrax | *Styrax, Shadow Weaver's messenger bird, was introduced in "The Peril of Whispering Woods," the 11th episode of the Filmation POP cartoon (1985).*

Subternia | *Subternia, a vast underground network of caverns and ancient ruins in the Light Hemisphere on Eternia, was introduced in the 2002 MYP MOTU cartoon series.*

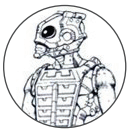
Sultra | *While Sultra was a new character introduced in the MOTUC canon, her name was a working name for Evil-Lyn and her design (as a green-skinned witch) was based an unreleased concept character in the vintage toyline.*

Summer Moon Festival | *The Summer Moon Festival was an event that took place in "Portrait of Doom," the 88th episode of the Filmation POP cartoon series (1985).*

Sun Scarab | *The Sun Scarab, an artifact which gave the wielder immense power of the physical world, was introduced in "Temple of the Sun," the 50th episode of the Filmation MOTU cartoon series.*

Sun Stone | *The Sun Stone, an Eternian artifact housed in the Temple of the Sun that generated power by absorbing energy from the sun, was introduced in "Trouble's Middle Name," the 93rd episode of the Filmation MOTU cartoon series.*

Sunbird | *The Sunbird, an enormously powerful missile which could explode on impact and devastate entire cities, was introduced in "The Sunbird Legacy," a Golden MOTU book published in 1983. The concept of Vultak seeking the Sunbird's components was an idea introduced in MOTUC canon.*



Supreme Arbitor | *The Supreme Arbitor, ancient leader of the Elite Cosmic Enforcers, was first mentioned in MOTUC canon, but was inspired by Four Horsemen Studio's original Mattel 2002 concept for a much more alien-looking Zodac.*

Sword of Ennael | *The "Sword of Ennael" was a name created for the red sword included with the Club Grayskull Stratos figure. Ennael (Leanne spelled backwards) was a nod to Leanne Hannah, MYP MOTU comic illustrator (and renowned Stratos fan).*

Sword of Horokoth | *As established in the DC MOTU comics, the Sword of Horokoth was made by Hordak in the Forge of Grayskull upon assuming a physical form and conquering Castle Grayskull.*

Sword of Ke-dik | *The Sword of Ke-Dik was first given its name in sales copy for the MOTUC Lord Dactus figure. Lord Dactus lent this sword to King Randor in "Underworld," the 14th episode of the 2002 MYP MOTU cartoon series.*

Sword of the Ancients | *The Sword of the Ancients appeared in both a Filmation MOTU cartoon episode titled "Masks of Power" (1983) as well as a subsequent mini-comic of the same name. In both versions of the story, the sword was the only weapon able to destroy the titular masks.*

Swords of Grayskull | *One can assume that the Swords of Grayskull, first mentioned in the bio for the Shield of Grayskull, are the dual blades wielded by Castle Grayskullman.*

Sylcon | *The Sylcons, an ancient Eternian civilization that vanished thousands of years in the past, leaving only a temple behind, were introduced in the Filmation MOTU cartoon series (1983). They had fought against King Tamusk and were responsible for the creation of the Time Wheel.*

Syracu | *Syracu, a Bird Man from the city of Avion and cousin to Stratos, first appeared in the UK World MOTU annuals (1984)*

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Tablet of Separation | *The Spell of Separation, a powerful incantation capable of affecting objects and people on both mystical and physical levels, was written on the Tablet of Separation, which was first mentioned on MOTUC canon.*

Talismans of Cosmos, Sea, and Sky | *These three talismans, respectively marked with a star, a fish, and a bird, when combined would lead whoever held them to the two halves of the Sword of Power. They were first introduced in the 1982 DC Comics MOTU miniseries.*

Talon | *Talon, faithful pet of the Crimson Fury who possessed sharp talons and a sonic shriek capable of shattering the Sand Devils of the desert, first appeared in the UK POP Comic Magazines.*

Talon Mountain | *Talon Mountain, home to Hunga and the Harpies in the Horde-occupied area of Etheria, first appeared in "Reunions," the fourth episode of the Filmation POP cartoon (1985).*

Tamadge | *While the Gem of Tamadge, a mystical stone set in the breastplate of Sir Laser-Lot's armor and the source of his power, first appeared concurrently in the bio for the MOTUC Sir Laser-Lot figure and a DC digital comic (released in June of 2012), it was not until MOTUC canon that it was confirmed that the gem was named after the heart of the dragon that it was created from — Tamadge.*

Tar Swamp | *The Tar Swamp, a dreary and dangerous place on Eternia where Orko first appeared after a powerful storm opened a gateway to his home world of Trolla, first appeared in "Creatures from the Tar Swamp," the 18th episode of the Filmation MOTU cartoon (1983).*

Targa | *Targa, a city on the planet Eternia ruled by the good princess Rana that once fell victim to the villainous Lodar, first appeared in the Mattel MOTU mini-comics (1983). A city with the same name also appeared in the Filmation MOTU cartoon series (1983), but was ruled by the power-hungry Queen Balina and her servant Draca and featured a large gladiatorial arena.*

Tarrak | *Introduced in the DC MOTU comics (1982), Tarrak was an elderly sorcerer who served at the Royal Palace. Bumbling and forgetful, he was nonetheless a powerful ally to the Heroic Warriors in spite of his age.*

Tauron | *Tauron, an extremely evil and powerful wizard who sought to control both Eternia and Castle Grayskull, first appeared in "Orko's Favorite Uncle," the 27th episode of the Filmation MOTU cartoon series.*

Tay-Larr | *Tay-Larr, son of Sharella and He-Ro, was a character introduced in MOTUC continuity. He was named after Mark Taylor, one of the designers behind the original Mattel MOTU toyline.*

Temple of Darkness | *The legendary Temple of Darkness, a massive pyramid-like structure located in the Sands of Time on Eternia, first appeared in the 1983 Mattel mini-comic "The Temple of Darkness." The appearance of the temple every 300 years always coincided with evil occurrences.*

Temple of Hordak | *Originally a citadel located inside the Horde Territory of the supercontinent of Preternia, the Temple of Hordak was shifted to the Dark Hemisphere of Eternia after Hordak cast the Spell of Separation. It first appeared in MOTU canon.*

Temple of Power | *The Temple of Power, a magical citadel on the planet Trolla in the Timeless Dimension where the Overlords placed the Aura of the Gods, was first introduced in the bio canon for MOTUC.*

Temple of Serpos | *The Temple of Serpos, built by the ancestors of the Snake Men to honor their deity, the mighty and terrible Serpos, first appeared in the 2002 MYP MOTU cartoon series.*

Temple of the Sun | *The Temple of the Sun, located in the Sands of Time on Eternia and home to many treasures, including the Sun Scarab and the Sun Stone, first appeared in "Temple of the Sun," the 50th episode of the Filmation MOTU cartoon series.*

Terra | *Introduced in the 1990 New Adventures of He-Man cartoon series, Terra was one of the continents of the planet Primus.*

Terror-Cottas | *Terror-Cottas, an army of which were defeated by Slamurai as he defended his home world of Bashido, were first mentioned in MOTUC canon. They first appeared unofficially in a fanfic by Eric "Gbagok" Marshall and Andrew "Iceman" Cramer in the 2004 fanfic, "Return to Anwat Gar."*

Terrordactyl | *The Terrordactyl was a vehicle introduced in the 2002 Masters of the Universe toyline, as well as the MYP MOTU cartoon, where it was the main aerial transportation of the Evil Warriors alongside the Griffins.*

Terrordon | *Terrordon was an unused concept character created by Four Horsemen Studios during their design work for Mattel's 2002 relaunch of MOTU. The character did not become a part of official canon until he was mentioned in the bio for Legendary Overlord Skeletor in 2020.*

Thamalia Tower | *Thamalia Tower, an ancient structure at the edge of King Randor's kingdom that was home to its caretaker Kor, first appeared in the MOTU newspaper strips (1986) in a storyline titled "Vengeance of the Viper King."*

Thaymor | *Thaymor (or Thaymore), a small village located within the Etherian kingdom of Bright Moon that lived under constant fear of the oppressive Horde army, first appeared in "Into Etheria," the first episode of the Filmation POP cartoon (1985).*

Three Terrors | *The Three Terrors (Terror Bat, Terror Wolf, and Terror Jaguar), a trio of animal-headed warriors from Eternia's distant past, first appeared in the Super7 Curse of the Three Terrors cartoon (2016).*

Three Towers, The | *The Three Towers (Grayskull Tower, Viper Tower, and Central Tower), constructed by the Elders of Eternia to balance the powers of good and evil, were introduced with the vintage Mattel Eternia playset and Mattel MOTU mini-comics (1983).*

Time Agents | *Time Agents, an organization created by King He-Man to police the timeline and fight for the Royal Family throughout history, first appeared in MOTUC canon.*

Time Wars | *The Time Wars were first referenced in the official Mattel ad copy for the 2012 MOTUC Mighty Spector figure ("King He-Man's Time Agent dedicates his life to defending the royal household and protecting the time stream during the Eternian Time Wars").*

Timeless Dimension | *The Timeless Dimension, one of the Five Dimensions created by the Gods of the Multiverse where the planet Trolla was located, was introduced in the MOTUC canon.*

Titus | *Titus, a small island on the Guardian Sea on the planet of Primus, was introduced in the New Adventures of He-Man cartoon series (1990).*

Topazia | *Although the twin moons of Etheria were first seen in the 1985 Filmation POP Animated Series, they were not given the names Emeralda and Topazia until MOTUC canon. When these two moons aligned once a year, the legendary Moon Mirror could be used to create a bridge between universes.*

Torgs | *Torgs, a barbaric, underground race on Eternia led by King Von, first appeared in "Reign of the Monster," the 16th episode of the Filmation MOTU cartoon series (1983)*

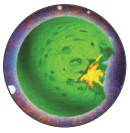
Torgul | *Torgul, Grand Vizier of Vaderia and father to Maran, first appeared in Mattel MOTU mini-comics (1983).*

Tower Tools | *The Tower Tools were figure accessories released in the vintage MOTU toyline. They were designed to let characters "scale" the walls of Castle Grayskull or any sheer vertical surface.*

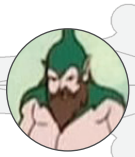
Towers of Eternia .....see: *The Three Towers*

Tranis | *Tranis, a once-beautiful planet until Plundor employed his evil machines to cut down the forests and spoil the rivers, first appeared in "Quest for He-Man," the 19th episode of the Filmation MOTU cartoon series.*

Trap Jaw II | *Trap Jaw II, a member of Skeleteen's Evil Warriors, first appeared in "The Fall of Eternia Part Two: The Trouble with Time the seventh issue of the MOTUC mini-comics series (2015).*



Treadaway | *Treadaway, a large, seemingly uninhabited planet located inside the Horde Empire in the Eternian Dimension, first appeared in MOTUC canon. The planet was named after Eric Treadaway of Four Horsemen Toy Design.*



Tree Clan | *The Tree Clan, who lived within Eternia's Crystal Forest and were often at war with the Cave Dwellers, first appeared in "The Starchild," the 33rd episode of the Filmation MOTU cartoon, where they were referred to as the Tree People.*

Treaty of the Three Towers | *The Treaty and Truce of the Three Towers, the truce between Grayskull's Free People of Eternia, Hordak, and King Hssss in Preternian times, was first mentioned in MOTUC canon.*

Tri-Beast | *Tri-Beast, a member of Lady Slither's Revenge Squad, was a runner-up in Mattel's 2012 Create A Character contest. He made his official canon debut in "He-Man and Skeletor – Their Final Battle," the fifth issue of the MOTUC mini-comics series (2014).*

Tri-Blade | *The Tri-Blade, a weapon created and wielded by Man-At-Arms using the (fake) photanium obtained from Phantos, first appeared in "She-Demon of Phantos," the fifth episode of the Filmation MOTU cartoon (1983).*

Tricera | *Tricera, brave defender of the saurian people and driver of the Bashasaurus, was first mentioned in MOTUC canon.*

Tri-Solar System | *The Tri-Solar (or Tri Star) System, home to the planets of Primus and Denebria, along with many others, first appeared with the introduction of the New Adventures of He-Man cartoon series (1990) and other related media.*

Tri Star System.....see: *Tri-Solar System*

Triad of Separation | *The Triad of Separation, three artifacts that were required to be joined together in order to cast the Spell of Separation, first appeared in the 2002 MYP MOTU cartoon series.*

Triton Spear Gun | *The Triton Spear Gun, which first appeared with the vintage Hydron action figure in the "He-Man" toyline (1990), was given its name in the figure's cardback bio.*

Trolla | *Trolla, a planet in the Timeless Dimension and the homeland of Orko and others of his diminutive race of levitating wizards, was first seen in "Dawn of Dragoon," the 20th episode of the Filmation MOTU cartoon series, in 1983.*

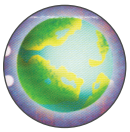
Trolla Chamber | *The Trolla Chamber was a room within the southeast tower of Castle Grayskull that contained a hologram of the Timeless Dimension that included the planet Trolla and a Trollan military-issue spacesuit.*

Trollan Magic Pyramid.....see: *Magic Pyramid*

Trollan Military Issue Spacesuit | *The Trollan Military Issue Spacesuit, which is seen on the poster of Castle Grayskull and is worn by the character Jet Pak in the MOTUC mini-comics, was based on the space suit cardboard accessory from the vintage Castle Grayskull playset.*

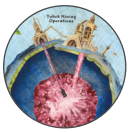
Trollan Temple of Power ..... see: *Temple of Power*

Trolls of Spikeheart | *Trolls have appeared in various MOTU media dating back to the Mattel MOTU mini-comics (1983), but the Trolls of Spikeheart, a race of peaceful yet highly skilled warriors led by the wise King Ahgo, were introduced in "The Crystal Castle," the 22nd episode of the Filmation POP cartoon (1985).*



Tropica | *Tropica, a planet located within the Horde Empire in the Eternian Dimension that appeared to be covered mostly by green oceans with small yellow landmasses, first appeared in MOTUC canon.*

Truce of the Three Towers | *The Treaty and Truce of the Three Towers were first mentioned in MOTUC canon.*



Tubek Mining Operations | *The Tubek Mining Operation outpost, located on the Moon of Droom (Eternia's largest satellite), first appeared in MOTUC canon.*

Tufos | *Tufos, an Avionian general who led Avion after the death of Stratos, was introduced in MOTUC canon.*

Tug O'War | *Tug O'War originally appeared as an unnamed character in the vintage mini-comic "Skeletor's Dragon." He never appeared again until "The Fall of Eternia Part Three: The Third Ultimate Battleground," the eighth issue of the MOTUC mini-comics (2015).*

Tundaria | *Tundaria, a savage underground city located in Subternia and accessible from the surface of Eternia's Light Hemisphere, was the birthplace of Wun-Dar. It was first mentioned in MOTUC canon.*

Tung Lashor II | *Tung Lashor II, a member of Skeleteen's Evil Warriors, first appeared in "The Fall of Eternia Part Two: The Trouble with Time Travel," the seventh issue of the MOTUC mini-comics series (2015).*

Turbodactyl | *Introduced in the Mattel MOTU mini-comics (1982) and the Powers of Grayskull sub-line, the Turbodactyl was a cybernetic pterodactyl with jets under its wings.*

Tuskor | *Introduced in the vintage MOTU toy line, Tuskor was a heroic mammoth who could bust force fields with his tusks. Like all Meteorbs, he could transform into a flying comet.*

Tuvar | *Tuvar, an Eternian bounty hunter who was later magically fused together with his rival Baddrah by Skeletor into Two Bad, was introduced in "The Monster Within," the 16th episode of the 2002 MYP MOTU cartoon series.*

Twigget Village | *Introduced in the Filmation POP cartoon series (1985), Twigget Village, home to the Twiggets, was located in a cluster of trees outside of Whispering Woods. There the Twiggets built homes into the trees themselves, complete with windows and doors.*

Twigget Valley | *Twigget Valley, a beautiful clearing in the Whispering Woods where the Twiggets generally held special occasions, was first mentioned in the UK World POP Annuals (1985).*

Twiggets | *Twiggets, a diminutive, purple-skinned race with white hair who resided in the Whispering Woods on Etheria, were introduced in the Filmation POP cartoon (1985).*

Twins of Destiny ..... see: *Twins of Power*

Twins of Power | *The names Twins of Power, Twins of Destiny, and Twin Warriors of Destiny are all references to Prince Adam (He-Man) and Princess Adora (She-Ra).*

Twin Warriors or Twin Warriors of Destiny ..... see: *Twins of Power*

Ty-Grrr | *Introduced in the vintage MOTU toy line, Ty-Grrr was a heroic tiger Meteorb who could transform into a flying comet.*

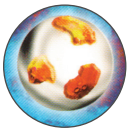
Tycons | *The Tycons, an ancient, nearly extinct Eternian race of insectoid men who were physically strong and possessed large yellow wings and oversized black eyes, were introduced in "The Good Shall Survive," the 103rd episode of the Filmation MOTU cartoon series.*

Tyrantisaurus Rex | *Introduced in the Mattel MOTU mini-comics (1982) and the Powers of Grayskull sub-line, the Tyrantisaurus Rex was a cybernetic T-Rex with sharp claws and a cybernetic gun mounted on its right shoulder.*

U

Ultrabeast | *Ultrabeast is the name given to the creature that is formed when Modulok and Multi-Bot combine their bodies into one hellacious being.*

Undersea King ..... see: *Marin-Or the Wise*



Unitoria | *Unitoria, a small planet located deep within the Horde Empire of the Eternian Dimension, first appeared in MOTUC canon. Its surface appeared to be almost entirely metallic or perhaps covered in snow.*

Universal Energy | *Universal Energy was first referenced in MOTUC canon.*

Unnamed Dimension ..... see: *Nameless Dimension*

V

Vaderia | *Vaderia, a kingdom in the Light Hemisphere on Eternia that sat on the border of the Dark Hemisphere near the kingdom of Foodar, was first mentioned in MOTUC canon.*

Vale of the Ancients | *The Vale of the Ancients, the Eternian universe's version of the afterlife/heaven/Valhalla/Elysium, was first mentioned in MOTUC canon.*

Valley of Barathrum | *The Valley of Barathrum, a long ravine filled with jagged peaks located within the Snake Territory of Preternia after the Truce of the Three Towers, first appeared in MOTUC canon.*

Valley of Dragons | *The Valley of Dragons (or Dragon Valley), home of Granamyr and the Dragons of Darksmoke (as well as Fang Man in MOTUC canon), was first introduced in the Filmation POP animated series (1985).*

Valley of Gnarl | *The Valley of Gnarl, a long gully in the territory of the Free People of Preternia that separated Castle Grayskull from Foe Castle, first appeared in MOTUC canon.*

Valley of the Lost | *The Valley of the Lost, a desolate and remote Etherian landscape from which few had ever returned, first appeared in "She-Ra Unchained," the third episode of the Filmation POP cartoon (1985).*

Vaporizer | *The Vaporizer, a handheld weapon utilized by Count Marzo that could produce a large cloud of amnesia-causing smoke, was introduced in "The Once and Future Duke," the 58th episode of the Filmation MOTU cartoon.*

Vasionic Resonator | *Introduced in the 1990 New Adventures of He-Man cartoon series, the Vasionic Resonator was a device that kept a protective shield around the planet Primus functioning. Located in the underground city of Onnor, the Vasionic Resonator was connected to the crystal minds of the Inner Council and protected by a special key that could turn the shield on and off.*

Vasionic Shield | *Introduced in the 1986 MOTU Newspaper Strips, the Vasionic Shield was a force field that protected the planet Primus from enemy attacks.*

Vebex | *Callix's race of Vebex Rock Men, aliens from the Tri-Solar System, were first mentioned in MOTUC canon.*

Veil of Evil | *The Veil of Evil was named as one of the Wolf Demon's powers in the vintage MOTU mini-comic, "Masks of Power."*

Veridas | *The Eternian village of Veridas, home to a large farming community that grew crops of fruit and vegetables of unnaturally large size and unparalleled taste throughout the year, first appeared in the 2002 MYP MOTU cartoon series.*

Vesaron | *Vesaron, the mad third Earl of Eternos, was first mentioned in MOTUC canon. His name was based on a Latin word for insanity: "vesanus."*

Vesuvia | *While the Witches of Fire were a faction first mentioned in the Filmation MOTU episode "The Dragon's Gift," their members, including Vesuvia, were not given individual names until MOTUC canon.*

Village of Gaz | *The Village of Gaz, a small Preternian settlement within the territory of the Free People which was the original home of the blacksmith Vulkar, first appeared in MOTUC canon.*

Village of Hy-Doe | *The Village of Hy-Doe, a large Preternian settlement in the Horde Territory located north of the Harmony Desert and to the east of the city of Zalesia, first appeared in MOTUC canon.*

Village of Orkas | *The Village of Orkas, a Preternian settlement located in Horde Territory close to the border with he territory of the Free People of Eternia and Berserker Castle, first appeared in MOTUC canon.*

Village of Veridas ..... see: *Veridas*

Vine Jungle | *The Vine Jungle was introduced in 1983 in the Filmation MOTU animated series (first mentioned in "The Dragon's Gift," episode 34), the Golden MOTU books, and the Ladybird MOTU books. In all three media, the Vine Jungle was shown as a very dangerous area on Eternia, but it was the Ladybird books that also depicted it as the home of Beast Man and his people.*

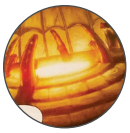
Viper Clan ..... see: *Viper House*

Viper House | *The Viper House (or Viper Clan), the royal household of King Hssss that ruled over Eternia for three hundred years until it was felled by an army led by King Grayskull, first appeared in MOTUC canon.*

Viper Tower | *The Viper Tower, the command center of King Hssss and the Snake Men during Hssss' three hundred year rule over Eternia, first appeared in the UK MOTU comic magazines (1986). In MOTUC canon, Viper Tower was one of three structures created after the Truce of the Three Towers temporarily ended the Great Wars of Preternia.*

Viperida | *Viperida, an apprentice of Ka that was eventually transformed into Vypor's bone scepter, was first mentioned in MOTUC canon. The scepter was based on concept art for the Vypor character created by Axel Giménez.*

Vizar | *Vizar, a member of the Galactic Guardians who possessed extrasensory capabilities and was the pilot of the Astro Sub, was a character introduced in the 1990* New Adventures of He-Man *animated series.*



Void, The | *The Void, a deep pit located inside Snake Mountain where the Council of Elders, with the help of Zodak, imprisoned the Snake Men ages ago, first appeared in the 2002 MYP MOTU cartoon series, although the concept of Hiss and the Snake Men being banished to a void-like realm originated with the introduction of the Snake Men in the vintage Mattel toyline.*

Volcana | *The fire goddess Volcana is based on a vintage Princess of Power toy concept character. She was described as having flame-red hair with flames on her arms as well as her cape, and her powers included x-ray vision and control over volcanoes.*

Volcano Magus | *Volcano Magus, an evil being that resided within a volcano on the Dark Side of Etheria and harbored a deep resentment of She-Ra and her friends, was introduced in the German POP audio plays (1986).*

Voltur | *Voltur, a planet ruled by the heroic robot Princess Kirma, first appeared in the Brazilian Editora Abril MOTU comics (1986).*

Vortex Beam Generator | *The Vortex Beam Generator, a powerful device that permitted long-range teleportation, was first mentioned in MOTUC canon.*

Vortex Key / Vortex Key Controller | *The Vortex Key, which activated the Vortex Beam Generator, a powerful device that permitted long-range teleportation, was first mentioned in MOTUC canon.*

Vortex Suit | *The Vortex Suit, which was worn by the Might Spector and created from the technology of the Cosmic Key, enabling him to travel back and forth in time, first appeared in MOTUC canon.*

Vul-Khan | *Vul-Khan, renegade leader of the Blasteroids, was first mentioned in MOTUC canon.*

Vulkar | *Vulkar, a blacksmith from the Village of Gaz who crafted the Sword of Gaz in the Forge of Grayskull to fight in the Great Wars and was ultimately killed by the Great Black Wizard, first appeared in MOTUC canon.*

Vypor | *Vypor was a new character who appeared on the battlefield fighting alongside the Evil Horde and the Snake Men in "The Powers of Grayskull Part Three: Battle for the Fate of the Universe!," the third issue of the MOTUC mini-comics. His name originated as an answer to a question in a Mattel Q&A. His design was based on the concept of the Viper Tower from the vintage Eternia playset.*

W

Warp Trakker | *Warp Trakkers, handheld weapons that were hurled at flying vehicles by the Evil Warriors, first appeared in the 1983 "Masters of the Universe: The Power of He-Man" video game for the Atari 2600. In MOTU canon, Warp Trakkers were a kind of guided missile used by the Evil Warriors on their War Sled vehicles.*

Waspus | *Waspus was a character conceived for the 2002 MVC MOTU comic series and was intended to be a wasp-themed Evil Warrior enemy for Buzz-Off. The design of the character was created by artist Axel Giménez.*

Wave of Creation | *The Wave of Creation was first mentioned in MOTUC canon. (See also: Creation.)*

Weaponstronic | *"Weaponstronic" was the name used for the "He-Man" toyline's Artilla action figure when it was released in Europe.*

Weblords | *Although Spydor was introduced in the 1983 MOTU toyline, her species was not given the name Weblords until MOTUC canon.*

Werban | *Introduced in the 1990 New Adventures of He-Man cartoon series, Werban was an outspoken Primus councilor who often questioned Master Sebrian's leadership and also served as the secretary to the Inner Council.*

Whispering Woods | *The Whispering Woods, a vast, colorful, and magical Etherian forest whose borders stretched nearly to the edge of the Fright Zone and served as the location of the Great Rebellion's camp, was first introduced in the Filmation POP cartoon series, the Mattel POP mini-comics, and the Golden POP books (all 1985).*

Whisps | *Whisps, a race of living lights who made their home on the Honeycomb Asteroid, first appeared in the UK POP comic magazines. Their leader, Whill of the Whisps, once warned She-Ra of impending danger to Etheria and provided her with her Starburst Cape and tiara.*

Wise Old Wizardess | *The Wise Old Wizardess, a good and wise mage who could be found in the forests of Etheria and once gave She-Ra a magical gemstone that enabled her to decipher a series of mysterious symbols, was introduced in the Mattel POP mini-comic "The Hidden Symbols Mystery." (1985).*

Witches of Fire | *The Witches of Fire were a faction first mentioned in the Filmation He-Man and the Masters of the Universe cartoon episode "The Dragon's Gift." They were stopped from destroying the Forgotten Forest, including the ancient Skytree, by a Man-At-Arms from Eternia's past.*

Wolf Bats | *Wolf Bats, large bat creatures with the heads of wolves, were introduced in the Filmation MOTU animated series (1983). Wolf Bats attacked in packs and were incredibly vicious.*

Wolf Mask | In the Mattel MOTU mini-comics (1983) issue "Masks of Power," the two titular Masks of Power, which were sculpted to resemble a wolf and a lizard, were found deep in ancient Eternian ruins and imbued their wearers with tremendous strength.

Wolfram Nebula | *The Wolfram Nebula, first mentioned in MOTUC canon, was named after David Wolfram, a Mattel designer who worked on the vintage MOTU and the New Adventures of He-Man toylines.*

Woock | *Woock, a bizarre and mischievous character who delighted in testing He-Man's intelligence and patience, first appeared in "The Way of the Sword," a story in the Italian Magic Boy magazines (1987).*

World Converter | *Skeletor's World Converter, which allowed him to open a dimensional gateway between Eternia and Anti-Eternia, was introduced in the German MOTU audio plays (1984).*

Wraithbinder | *Wraithbinder, an evil sorcerer who wreaked havoc on numerous worlds throughout the universe and came into conflict with He-Man on more than one occasion, first appeared in the UK MOTU comic magazines (1986).*

X

Xarkoran | *Xarkoran, a large city on Eternia known for its beautiful tapestries, carpets, and utensils crafted by the nomads who peddled their wares in the local bazaar, first appeared in the Brazilian Editora Abril MOTU comics (1987) issue 21.*

Xugar | *Xugar, an ambassador of the Xyks from the planet Xygon who claimed that he had been chosen to peacefully unite the citizens of all galaxies but actually intended to abduct people in an effort to repopulate his home planet, was first seen in issue #3 of the German Ehapa MOTU comics (1987).*

Xygon | *Xygon, known as the Planet of the Extinct Ones and home world of the Xyks, was introduced in the German Ehapa MOTU comics (1987).*

Y

Yolt | *Yolt, a blacksmith who forged armor and weapons for the forces of good but was once tricked by Skeletor into upgrading weapons for the Space Mutants, was introduced in the New Adventures of He-Man animated series (1990).*

Yukkers | *Yukkers, Dree Elle's mischievous cousin from Trolla who once visited Eternia and caused much mayhem, was introduced in "Dree Elle's Return," the 53rd episode of the Filmation MOTU cartoon series (1983).*

Z

Za-Gras | *Za-Gras, a mysterious Trollan-like being who once served as Orko's master, first appeared in the Brazilian Editora Abril MOTU Comics.*

Zagraz | *Zagraz, the bumbling and forgetful keeper of comets who resided on Zagraz Mountain on Eternia and possessed the ability to physically control comets, was introduced in "The Cosmic Comet," the first episode of the Filmation MOTU cartoon series (1983).*

Zaffer | *Zaffer, one of the smallest planets located deep within the Horde Empire in the Eternian Dimension, first appeared in MOTUC canon.*

Zal-Kron | *Zal-Kron, a planet inhabited by beings made of living crystal and led by the barbarian Queen Zal, was introduced in the Brazilian Editora Abril MOTU comics (1986).*

Zalesia | *Zalesia was Preternia's second greatest city, but it now lies in ruins under the Sands of Fire. It was first introduced in "Lessons," the 7th episode of the 2002 MYP MOTU cartoon series.*

Zanthor | *Zanthor, former keeper of the Golden Discs of Knowledge who was banished to the Phantom Zone after forming an alliance with Skeletor, was introduced in "Golden Discs of Knowledge," the 62nd episode of the Filmation MOTU cartoon series (1983). He appeared as a Cosmic Enforcer in "He-Man and Skeletor – Their Final Battle," the fifth issue of the MOTUC mini-comics.*

Zeelahr | *Zeelahr, an ambassador to the Council of Elders and brother of Zodak who was devoured by King Hssss, was introduced in "Rise of the Snakemen, Part One," the 30th episode of the 2002 MYP MOTU cartoon series.*

Zi-Rah the Healer | *Zi-Rah, a member of the Overlords of Trolla, was first mentioned in MOTUC canon.*

Zilora | *Zilora, a warrior woman and leader of the Snake Clan during Eternia's distant past, was introduced in "The Time Corridor," the eighth episode of the Filmation MOTU cartoon.*

Zin | *The spirit of Zin, a dark wizard from Etheria's distant past who was called upon by Hordak to assist in defeating the Great Rebellion, was introduced in the UK World POP annuals (1985).*

Zodac's Mountain | *Zodak's Mountain, location of Zodac's Lair among the Mystic Mountains of Eternia, first appeared in the 2002 MYP MOTU cartoon series and subsequent MVCreations MOTU comics. Zodak used this sanctuary for meditation and retreat.*

Zot | *Zot, a location on Eternia from which the famed Monkey Men hailed, was first mentioned in the live-action 1987 Power Tour.*

Zuva-Rex | *The Zuva-Rex was a monster that first appeared in the 1985 FASA "Masters of the Universe Role Playing Game."*